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Banjo-
Kazooie
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1[illegible]-page review!

N64 REVIEWS

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BIOFREAKS
- DISARMING COMBAT

ALL-STAR BASEBALL '99
- OUT OF THE BALLPARK

GAME BOY CAMERA
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JUNE VOLUME 109
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You won't want to miss your appointment with Mumbo Jumbo, the mysterious witch-doctor who practices a special kind of medicine in Banjo-Kazooie.

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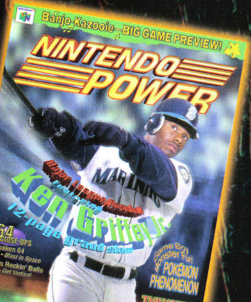
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12-page grand slam
N64 CLOSE-UPS
Forsaken 64 - Blast in Space
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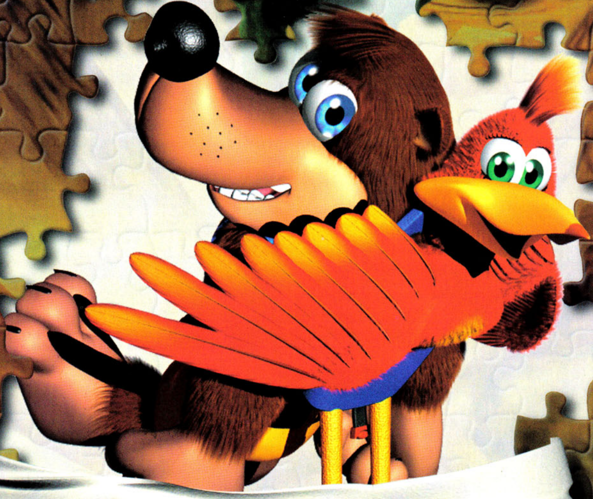
BANJO-KAZOOIE™



THE UGLY GRUNTILDA HAS BEARNAPPED BANJO'S CUTE SISTER AND STOWED HER AWAY IN A PUZZLING WITCH'S LAIR. NOW IT'S UP TO BANJO THE BEAR AND HIS BREEGULL BUDDY, KAZOOIE, TO SAVE TOOTY'S HIDE. THIS MONTH, WE'LL GUIDE YOU THROUGH THE FIRST THREE WORLDS OF BANJO-KAZOOIE.

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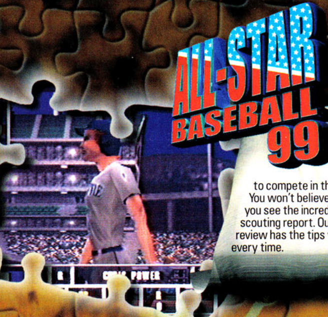

Does Acclaim's game have what it takes to compete in the big leagues? You won't believe your eyes when you see the incredible photos in our scouting report. Our stat-packed review has the tips you need to go long every time.

42

Life is brutal and short-lived in Neo-Amerika's brutal combat arenas. Do you have the skills to make it through the day? We've picked the best moves in the game: The stuff that's guaranteed to cut your opponents down to size. It's super-freaky, yeow!

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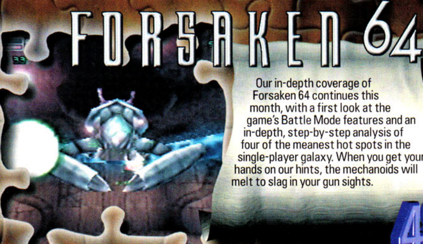

Our in-depth coverage of Forsaken 64 continues this month, with a first look at the game's Battle Mode features and an in-depth, step-by-step analysis of four of the meanest hot spots in the single-player galaxy. When you get your hands on our hints, the mechanoids will melt to slag in your gun sights.

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PLAYER'S PULSE

It was one year ago this month when Rare introduced an early version of Banjo-Kazooie to the world at E3. In just a few hundred days, the game has shaped up to rival Super Mario 64 in graphics, game play and sheer size. Do you think B-K is a five-star, perfect ten?

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Super Mario 64

Richy Krimmel Jr. • Greenwell Spr., Louisiana

Link's a Lefty, Right?

Who keeps drawing Link right-handed? Didn't they realize that when Link swings his sword, his shield always moves to the right? (That is, as long as he isn't facing right. But we all have been victims of sprite-mirroring at one time or another.) Are there any more lefty heroes in Nintendo games? You betcha! Did you ever notice that the boxes for Mega Man 1 and 2 show him with his pistol in his left hand, and, thereafter, he has his Mega Buster attached to his left arm? As a lefty, I am thankful that the sinister stereotype which has been placed on lefties in the past has been blown away by such great heroes.

Colin Bartolome
Via the Internet

I just got my April Nintendo Power and was happily surprised to find the spring Super Power Supplies Catalog tucked into the back of it. However, I noticed something that made my skin crawl: the picture of Link on the new Legend of Zelda t-shirt is wrong! He's holding the sword in his right hand! Ever since his creation, Link's been left-handed! I'll probably still get the shirt anyway, but that one little mistake is going to bother me to absolutely no end.

Matt Smith
Via the Internet

At least when you're posing in the mirror, your shirt will look right (or left, as the case may be)! Link has always shown southpaw tendencies, but maybe he's actually ambidextrous like his creator, Shigeru Miyamoto.

Playing to Win

This letter is in response to Jason Krpan's letter in Volume 106. Where I come from, we don't buy games to own them and "all they contain." We buy games for enjoyment. I think I speak for all GoldenEye buffs when I say that having all the codes is a matter of pride. When people see how many codes you have, they're impressed. I'll admit that when I first got the game and found that I had to earn everything, I was a little discouraged. I thought I'd never access Egypt or Invincibility, but I did. Just work at it. Then you can brag to all your friends.

Michael Deron
Via the Internet

THE QUEST BEGINS.....
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Joshua Reitz • Rochester, New York

If you buy a game, you do own everything in it, but that doesn't mean you should be able to access it all at once. The whole reason of beating a game's level is to get to the next level or to score lots of points–it's been that way since Space Invaders. Half the fun comes from the sense of accomplishment you get from beating the game. If you want everything for nothing, then you're going to have to hack into the game, and Nintendo's warranty won't cover that!

Scott Richardson
Via the Internet

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Jim Maximowics • Binghamton, New York

Hello McFly, is anybody home? If a game allowed you to use all the bonus options and whatnot from the very beginning, it wouldn't be a game anymore. The point of video games is that you have to earn your way to the more advanced levels and bonus options. If you don't have the skills necessary to beat the earlier stages in a game, you're not going to get to play the more advanced levels. Games are meant to be a challenge. If you want the easy way out, I suggest you go back to kindergarten and play hopscotch.

Alan Sweet
San Angelo, TX

The extras you can earn in GoldenEye give the game something noticeably absent from most games: replay value! I beat 007 back in November, but I'm still playing it nearly every day. With most games, you beat them and you're done. I urge game makers to take the extra steps to make the game fun, long after it has been beaten. I mean isn't that the point?

Ryan Whaley
Via the Internet

Rarities

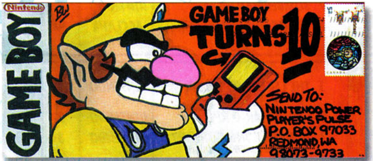
I can't get enough of Rare. I have been eagerly awaiting

Background Art: Benoit Jussaume • Vercheres, Quebec

Banjo-Kazooie and Twelve Tales: Conker 64 for some time now. I was wondering if they plan on making games featuring other characters who appeared in Diddy Kong Racing.

Charles McMillan
Via the Internet

Aside from Banjo and Conker, there's no word of any other DKR stars getting their own games. Don't be surprised, though, if you see a few Diddy Kong racers making cameo appearances in other Rare games. In Banjo-Kazooie, for example, you'll run into a familiar turtle in the TipTup Orchestra.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CANADA

Brian Warren • Regina, Saskatchewan

Yoshi's Letters

To all you people who think GoldenEye was number one, I hate to burst your bubble and eat the melon inside it, but Yoshi's Story leaves 007 in the dust! If there is one thing wrong with Yoshi's Story, it's that you didn't make enough!

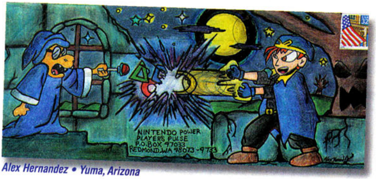
Ben Thiemann
Via the Internet

Yoshi's Story is great. The game proves beyond a shadow of a doubt that there is still life for 2-D games.

John Patterson
Via the Internet

Yoshi's Story is awesome. I love the music and sound effects (especially Poochy's bark). The whole game is great. The only problem is its length. I beat the game–every level–the first day I got it. Everything else, however, is truly magnificent.

Eric Brehm
Lethbridge, AB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Alex Hernandez • Yuma, Arizona

Nintendo Power Player's Pulse P.O. Box 97033 Redmond, WA 98073-9733
Dracula X

Karine Turcotte • Fabreville, Quebec

I purchased Yoshi's Story a week ago, and my girlfriend, who has no gaming experience, has beaten the game already. Why does Nintendo make some games so easy???

Glen Gratto
St. Catharines, ON

I think Yoshi's Story is a pitiful excuse for a game! It makes me sick to look at it. If somebody gave me the game I would burn it. You couldn't even give me a million dollars!

Phillip Bell
Waveland, MS

You wouldn't even take a million dollars? Oh well, there goes your prize money for winning our "Biggest Overreaction Ever Put on Paper" letter-writing contest. What makes Yoshi's Story such a cool game is that it can be fun for both novices and pros. By simply eating every fruit in sight, someone who has no gaming experience can finish the game, while pros will find a greater challenge by seeking out melons only. Chances are, gamers who've dismissed Yoshi's Story as being too easy haven't uncovered every melon, mastered every minigame, or activated every secret coin formation. There are a lot of hidden things in Yoshi's Story, so it's well worth a second look.

But You Only Live Twice

You forgot to nominate a few games in your 1997 Nintendo Power Awards. The Creative Chaos Award should go to Star Fox 64 for the train crashing into the Venomian supply base. And GoldenEye 007 should win the Most Annoying Award

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POWER CHARTS

A slew of games is heading down the pike and many of them will premiere this month at E3 in Atlanta. Save yourself a trip to Georgia with our special E3 report starting on page 51, and be sure to vote for your favorite upcoming games in the Power Charts' Most Wanted List.

NINTENDO 64 TOP 10

1 GOLDENEYE 007

It's the first month of summer, the sun is out, and readers are inside enjoying 1080° in the shade. Meanwhile, GoldenEye 007 is enjoying its ninth straight month at number one.

2 1080° SNOWBOARDING

TRICK
265
INDY NOSEBONE

3 WCW VS. NWO WORLD TOUR

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	GOLDENEYE 007	NINTENDO	1	18
2	1080° SNOWBOARDING	NINTENDO	—	1
3	WCW VS. NWO: WORLD TOUR	THQ	4	5
4	YOSHI'S STORY	NINTENDO	8	2
5	DIDDY KONG RACING	RARE	2	7
6	SUPER MARIO 64	NINTENDO	5	21
7	STAR FOX 64	NINTENDO	3	13
8	MARIO KART 64	NINTENDO	6	18
9	BOMBERMAN 64	NINTENDO	7	6
10	TUROK: DINOSAUR HUNTER	ACCLAIM	10	21

SUPER NES TOP 10

1 THE LEGEND OF ZELDA A LINK TO THE PAST

The Legend of Zelda: A Link to the Past debuted on the Power Charts in 1992. Seventy-six months later, it's still there while the latest Link adventure, Zelda 64, will make an appearance at this year's E3.

2 SUPER MARIO RPG

ATTACK
FINK FLOWER

3 DONKEY KONG COUNTRY 3 DIXIE KONG'S DOUBLE TROUBLE

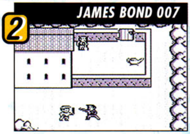
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	76
2	SUPER MARIO RPG	NINTENDO	2	26
3	DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	20
4	DONKEY KONG COUNTRY	NINTENDO	5	44
5	FINAL FANTASY III	SQUARE	4	42
6	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	38
7	CHRONO TRIGGER	SQUARE	7	35
8	SUPER MARIO KART	NINTENDO	8	62
9	SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	—	32
10	STAR FOX	NINTENDO	—	63

GAME BOY TOP 5

1 THE LEGEND OF ZELDA LINK'S AWAKENING

James Bond now has his sights set on Link. Stealthier (and tinier) than ever, 007 sneaks by Dixie and Kiddy Kong to capture second place in the Game Boy Power Charts.

2 JAMES BOND 007



3 DONKEY KONG LAND 3

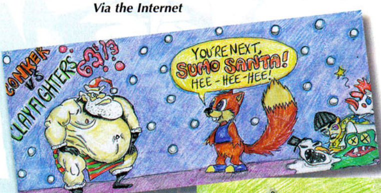
	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	62
2	JAMES BOND 007	NINTENDO	3	3
3	DONKEY KONG LAND 3	NINTENDO	2	7
4	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	66
5	DONKEY KONG LAND 2	NINTENDO	5	22

MOST WANTED

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. 1080° SNOWBOARDING (N64)
4. GOLDENEYE 007 (N64)
5. SUPER MARIO 64 2 (N64)
6. MISSION: IMPOSSIBLE (N64)
7. YOSHI'S STORY (N64)
8. TUROK 2 (N64)
9. SUPER MARIO RPG 2 (N64)
10. GAME BOY CAMERA & PRINTER

for the scene that shows Bond's demise. I mean, really, I know I lost so there's no need to show me how it happened from three (count them!) different angles!

Ian Rocha
Via the Internet


CONKER VS CLAYFIGHTERS 63 1/3
YOU'RE NEXT, SUMO SANTA! HEE-HEE-HEE!

Chrissy Homann • West Des Moines, Iowa

Nintendo Sports

My answer to Volume 107's question about sports video games is that they are the next best thing to physically competing. Even though you are just sitting in front of your old TV, your hands are sweaty and you feel tense because the action is so real.

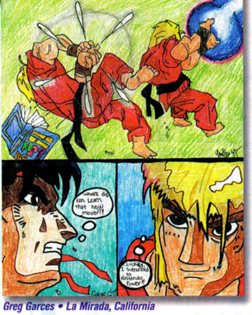
Stephen Dossett
Via the Internet

I believe that many sports games on the N64 reflect how realistic a game can get. When I look at the graphics and listen to the sounds, I realize that what I'm playing is a stunning simulation of reality. Plus, developers include many details and options that make the games more realistic and fun to play, such as the physics of Wave Race 64, the players' footprints and cold breath on a snowy day in Quarterback Club '98, and the reflections of trees and sunlight on the frozen lake as you fly upside down on your snowboard in 1080° Snowboarding.

Nate Kilsdonk
Via the Internet

I must say that Nintendo amazes me with the level of detail that has been put into the N64 sports and racing lineups. Wave Race 64, 1080°, Kobe Bryant in NBA Courtside, and Major League Baseball featuring Ken Griffey Jr. are all great sims that can't be equaled. But I will probably never buy any of them for myself. The reason is that, while I see a need and market for realistic simulations, I don't play games for realism. I play them for surrealism. I play to get away from reality. I am looking forward to Banjo-Kazooie, Twelve Tales: Conker 64, Zelda 64 and Turok 2, not to mention any other surprises that may come. In a perfect world, Nintendo would use its resources to create nonrealistic games, like it did last year, one of the best gaming years ever.

Ed Price
Anaheim, CA


Where did Ken Learn that new move??!
Luckily, I subscribed to Nintendo Power!!

Greg Garces • La Mirada, California

Sports games on the N64 have been spectacular, especially the graphically stunning ones from Acclaim. All Star Baseball is looking spectacular and QB Club is great, but when I step away from these games and pick up my hockey stick, baseball bat or even snowboard, I have so much more fun. I may only be playing in a park and not at the Skydome, but baseball, like all sports, is best when played on a real field. But this won't stop me from playing the video games. Just one note to all the people out there: balance your video gaming with reality.

Alex Miller
Victoria, BC

WRITE AWAY RIGHT AWAY!

This month, software developers from around the world will unveil their latest creations at E3, the Electronic Entertainment Expo, and NP is treating you to a preview. The games are designed with you in mind, so let us know if they hit the mark and look promising to you.

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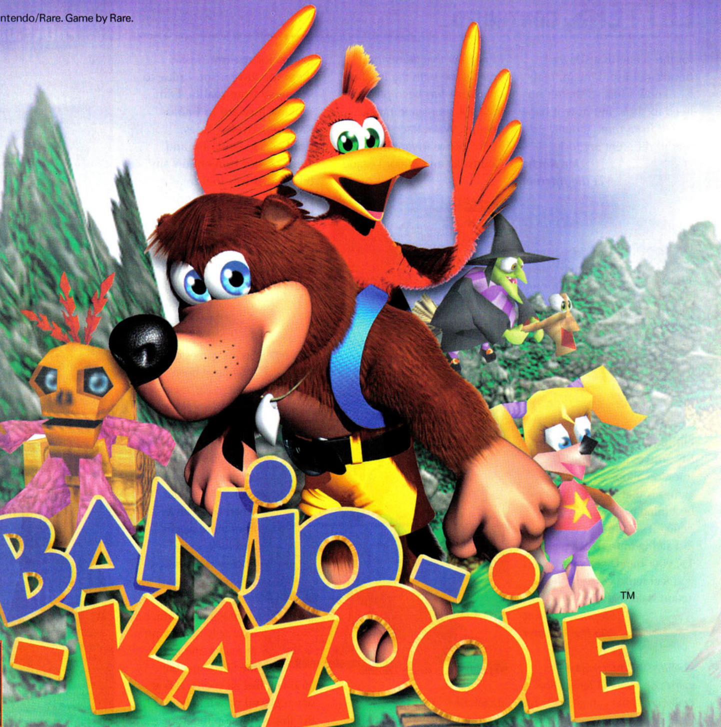
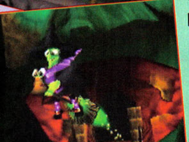
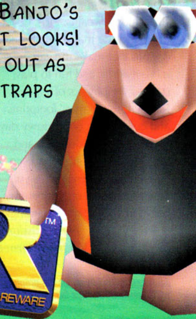




THE EVIL AND UGLY GRUNTILDA HAS KIDNAPPED BANJO'S CUTE SISTER AND PLANS TO STEAL HER KNOCK-OUT LOOKS! WHAT ARE BEAR AND BACKPACKING BIRD TO DO? FIND OUT AS WE POINT OUT THE SLICK TRICKS AND TROUBLESOME TRAPS IN THE FIRST THREE WORLDS OF BANJO-KAZOOIE.

Before you can help Tooty, you'll have to collect the Musical Notes and Jigsaw Pieces that open up the nine worlds connected to Gruntilda's Lair. There are 900 Notes and 100 Jiggys in the game, along with hundreds of other goodies you'll need to find. Luckily for you, we've done the math for the first three worlds and highlighted the sticky spots. See how it all adds up as we uncover the essential items you'll need for the long journey ahead.



BANJO TREASURES

Banjo and Kazooie won't stand a chance against the ugly Gruntilda unless they have–and know how to use–the right stuff. Listed below are the sixteen items that Banjo will need to find and use in the nine worlds to save his kid sister.

Notes

Collect the musical Notes to open the red Note Doors in the witch's lair. There are 100 Notes in each world.

Jiggy Pieces

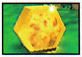
Jiggy pieces are the keys that complete the puzzles in the witch's lair, opening new worlds for you to explore.

Jinjos

Five Jinjos are hidden in each world. If you can find all five, they'll give you another Jiggy piece.

Mumbo Tokens

Mumbo the Shaman will perform magical transformations if you collect enough Mumbo Tokens to pay the fee.



Honeycomb Energy

Enemies drop Honeycomb Energy whenever you defeat them. Collect the Honeycomb Energy to fill one honeycomb on Banjo's life bar.

Extra Honeycomb Pieces

Banjo's life bar will increase whenever you collect six Extra Honeycomb pieces.

Eggs

Kazooie will learn how to spit and lay eggs in Mumbo's Mountain. Increase your ammo supply by collecting eggs.

Beehives

Breaking open Beehives will restore up to three honeycombs on Banjo's life bar—if you can avoid the bees.

Red Feathers

Kazooie will learn to use Red Feathers to fly when you find Bottles on the sailing ship in Treasure Trove Cove.

Gold Feathers

Gold Feathers will make Banjo temporarily invincible. You'll discover how to use them in Clanker's Cavern.

Running Shoes

Wear the Running Shoes whenever you have a need for speed. You'll learn how to use them in Gobi's Valley.

Witch Switches

There are Witch Switches hidden in every world. Stomp on them to get new Jiggy pieces in Gruntilda's Lair.

Shock Spring Pads

These jump Pads will add a spring to Kazooie's step. You'll learn how to leap off the pads in Mumbo's Mountain.

Flight Pads

Flight Pads are your tickets to high adventure. Kazooie will learn to fly in Treasure Trove Cove.

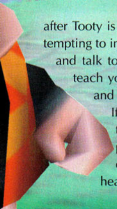
Wading Boots

Wading Boots will carry you across piranha-infested waters. You'll learn to use them in Bubble Gloop Swamp.

Golden Banjos

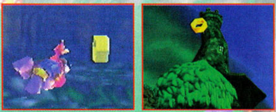
These shiny statues will increase Banjo's life total by one. Just like a cat, Banjo can have up to nine lives.

A MESSAGE FROM BOTTLES

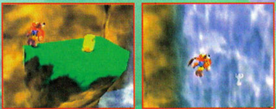


Your adventure begins right after Tooty is kidnapped by the wicked Gruntilda. While it's tempting to immediately give chase, it's smarter to play it safe and talk to Bottles in front of Banjo's house. Bottles will teach you all of Banjo and Kazooie's beginning moves and challenge you with a series of skill tests.

If you complete all of Bottles' training tests, you'll earn six Extra Honeycomb pieces, and your life bar will be extended by one honeycomb, giving you a big head start.



After you start the game, complete Bottles' lessons to earn Extra Honeycomb pieces.



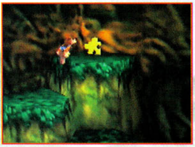
Kazooie's Feathery Flap will earn you this Extra Honeycomb piece. There's also a Golden Banjo behind the falls.

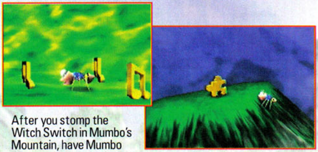
WITCH'S LAIR

Just like the Princess's Castle in Mario 64, Gruntilda's Lair connects all the worlds in the game. As you complete more worlds, hitting Witch Switches and collecting Notes and Jiggys, you'll open up the lair and uncover Gruntilda's secrets.

Jiggy Pieces

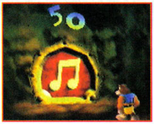
There are 100 Jiggy pieces in Banjo-Kazooie. Ten pieces are in each of the nine worlds, and ten more are in the witch's lair. You'll uncover the Witch's Jiggys by pounding Witch Switches and exploring while under one of Mumbo's spells.





After you stomp the Witch Switch in Mumbo's Mountain, have Mumbo turn you into a termite so you can get the Jiggy inside the lair.

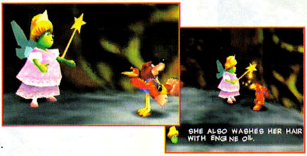
Doors



Magical red Note Doors divide the witch's lair into sections. You can break the seal on a Note Door when your total world Note score exceeds the gold number written above each door.

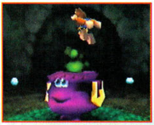
Brentilda

The good witch Brentilda has a grudge against her evil sister. She'll tell you secret trivia about Gruntilda's misdeeds. Write down her gossip so you can use it against Gruntilda later in the game.



SHE ALSO WASHES HER HAIR WITH ENGINE OIL.

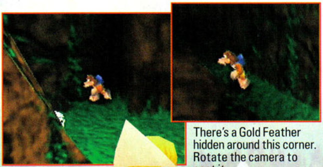
Cauldrons



Gruntilda's Lair is the biggest place in the game. Luckily, you can warp between areas by using Magic Cauldrons. Find two cauldrons of the same color and touch them to open the warp.

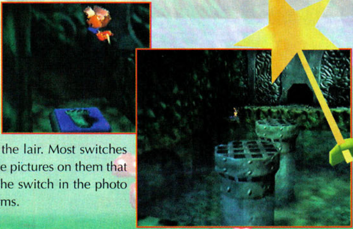
Hidden Goods

Gruntilda's Lair is also packed with Mumbo Tokens, eggs, Red and Gold Feathers, and buzzing Beehives. Stock up on these items so you'll be prepared for the next area.

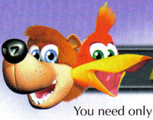


There's a Gold Feather hidden around this corner. Rotate the camera to spot it.

Switches



If you see floor plates, make sure that you try stomping on them. These square panels are usually switches that open up new places to explore inside the lair. Most switches in Gruntilda's abode have pictures on them that show what they open. The switch in the photo above raises pipe platforms.



MUMBO'S MOUNTAIN

You need only a single Jiggy to get inside Mumbo's Mountain. Look for the puzzle piece just inside the entrance to the witch's lair. Once inside, make your way carefully up to the top of the hill and speak to Mumbo.

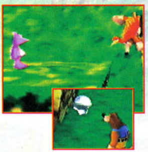
0	Golden Banjos	0	Jiggy Pieces
1	Mumbo Token	2	Jinjos
22	Notes	1	Honeycomb Piece
0	Red Feathers	1	Bee Hive
0	Gold Feathers	0	Eggs

POND AND PASTURE

There's an ornery bull grazing in the pasture near the pond. Keep your distance or you'll catch an express flight off the tips of his pointed horns.

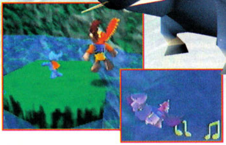
The Pink Jinjo

Defeat the purple enemies in the field, then use your Flap Flip Jump to back flip your way up onto the high, square rock where the Pink Jinjo is waiting to be rescued.



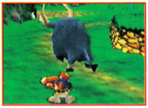
The Blue Jinjo

The Blue Jinjo is waving his arms, hoping to be saved from his island prison in the middle of the pond. You can double jump to the island or simply swim to it.



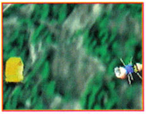
Pasture Beehive

You'll find a Beehive buzzing on a hill in the pasture. The bull can't reach you if you're standing on the hill, but you might want to save the Honeycomb Energy for later.



Extra Honeycomb Piece

Remember to come back here later and explore the rocky cliff above the pond. If you do, you'll find an Extra Honeycomb Piece on a ledge.



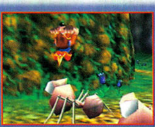
1	Golden Banjo	4	Jiggy Pieces
1	Mumbo Token	1	Jinjo
14	Notes	0	Honeycomb Pieces
0	Red Feathers	1	Beehive
0	Gold Feathers	17	Eggs

MUMBO'S MOUNTAIN SUMMIT

Magical Mumbo will transform you into an agile, mountain-climbing termite, but first you'll have to pay his fee of five Mumbo Tokens. You'll find enough if you start looking around.

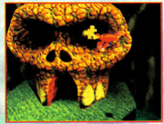
The Beak Buster

Bottles will teach Banjo and Kazooie the Beak Buster slam outside Mumbo's skull-shaped hut. You'll use the Beak Buster on every switch in the game.



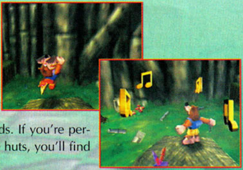
Eye Piece

There's a Jiggy piece in the right eye of Mumbo's hut. Use the Flap Flip Jump to reach it. In case you're wondering, there's nothing hidden on the roof.



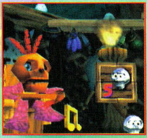
Smashing Huts

After Bottles teaches you the Beak Buster, you can put it to work right away by bashing all the huts around Mumbo's house. Eggs, Notes, the Green Jinjo and even a baddie will pop out of the crushed sticks and reeds. If you're persistent enough to smash all of the huts, you'll find another Jiggy piece.



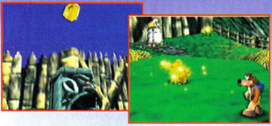
Meeting Mumbo

Even if you don't have enough Mumbo Tokens, be sure to introduce yourself to the best shaman in the entire game. If you search around his hut, you're bound to find more Notes and eggs.



Totem Tower

Lay or shoot eggs into Mumbo's rotating totem tower to cut it down to size. Don't blast the bottom of the tower until you stand on it and do a Flap Flip Jump up to grab the Extra Honeycomb piece.



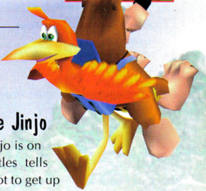
Termite Time

Remember to revisit Mumbo after you've found five Mumbo Tokens and pounded down the Witch Switch. After you pay your fee, he'll change you into a backpacking bug as often as you like.

0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	2	Jinjos
35	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	5	Eggs

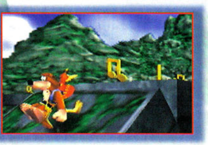
STONES UNHINGED

There's a second summit on the other side of Mumbo's Mountain. Explore the ruins and seek wisdom and guidance. Here you'll learn the Talon Trot.



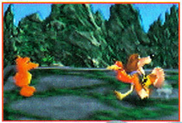
The Talon Trot

If you explore the ruins, you'll find Bottles. This time he'll teach you the Talon Trot. Use the move to cross over steep, slanted surfaces without sliding down.



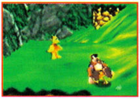
The Orange Jinjo

The Orange Jinjo is on top of the ruins. Bottles tells you to use the Talon Trot to get up here, but you can also hop up without falling.



More Notes and the Yellow Jinjo

Now that you know how to use the Talon Trot, run along the steep, green hills to collect the Notes and save the Yellow Jinjo. You can explore anywhere except inside the termite mound.



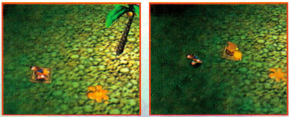
0	Golden Banjos	3	Jiggy Pieces
1	Mumbo Token	0	Jinjos
0	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	12	Eggs

CONGA'S CORNER

An obnoxious, oversized gorilla named Conga inhabits the lower realm of Mumbo's Mountain. He'll grudgingly agree to help you in your quest if you can earn his respect.

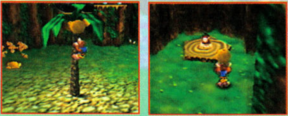
Tangerine Targets

Congo hurls oranges at you, but you can bait him into hitting the three tangerine-colored floor plates. By standing on each of them and moving away at the last second, you'll earn a Jiggy.



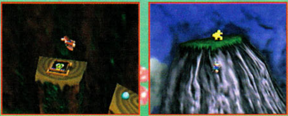
Monkey Business

Off in the corner of Conga's territory lives a hungry chimp named Chimpy. Chimpy's not a chump–he'll help you, but first you have to steal an orange for him from Conga's tree.



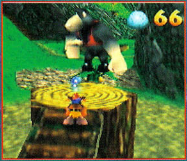
Witch Switch

If you feed Chimpy, he'll raise a platform for you. Hop up onto the platform and jump over to the Witch Switch. Beak Bust the switch to make a Jiggy appear above the mountain entrance.



Egging Conga

If you explore the area around the platform Chimpy raised for you, you'll find Bottles. He'll teach you the egg-citing news about egg shooting from the front and behind. Use your eggs to hit Conga and win his last Jiggy.

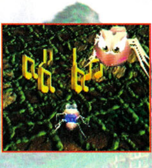


1	Golden Banjo	1	Jiggy Piece
1	Mumbo Token	0	Jinjos
6	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	6	Eggs

TERMITE HILL

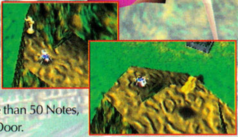
You've beaten Conga, but you still need to get the last Jiggy atop the termite hill. Go see Mumbo and spend your five hard-earned Mumbo Tokens.

Buggy Bullies



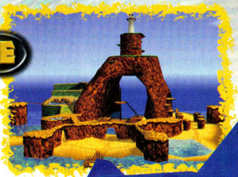
You might look like a termite, but that doesn't mean you'll be popular with the inhabitants inside the colony. These buggy thugs want your backpack, and they're willing to fight you to get it.

Top of the Hill



If you've already picked up the other puzzle pieces, you'll find the tenth and final Jiggy at the top of the termite hill near this 1-Up. If you've collected more than 50 Notes, you now open the first Note Door.

TREASURE TROVE COVE



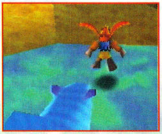
Treasure Trove Cove is a desert island complete with a shipwreck and a brokenhearted, blubbering captain. Captain Blubber is the first of many characters you'll have to help in order to earn Jiggy pieces.

0	Golden Banjos	0	Jiggy Pieces
0	Mumbo Tokens	1	Jinjo
4	Notes	0	Honeycomb Pieces
8	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

THE PIER

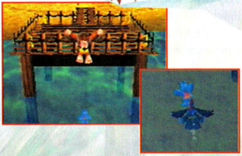
The pier doesn't look like anything special, but the most commonly missed Jinjo is right below your feet. If you decide to go swimming, watch out for sharks!

Shark Attack



Snacker the shark patrols the waters around the cove. You can defeat him if you have plenty of eggs, but he'll always come back. To avoid him, make your swims short.

The Blue Jinjo



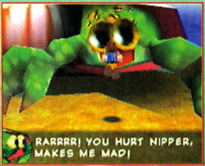
The Blue Jinjo beneath the pier is the most commonly missed in this stage. If you dive off the end of the pier, you can swim to him without becoming a shark snack.

0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	0	Jinjos
6	Notes	0	Honeycomb Pieces
8	Red Feathers	0	Beehives
0	Gold Feathers	5	Eggs

NIPPER THE HERMIT CRAB

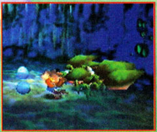
Gigantic Nipper the crab is king of the beach, and he won't give up his shiny puzzle piece without a nasty fight.

Crabby Nipper



Nipper is one of the first major foes in the game. The trick to defeating him is to use your Rat-a-tat Rap on his sensitive eyes. Wait for Nipper to slow down, then run forward, leap up and peck him right in the eye!

Inside Nipper's Shell



Once Nipper's defeated, he'll flee and leave his shell behind. This shell is bigger than any cave you'll find on the island, and it's inhabited by snapping crabs. Fight your way through the spiraling shell until you find the Jiggy waiting for you in the center.

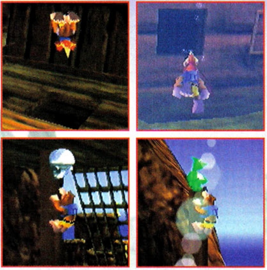
0	Golden Banjos	2	Jiggy Pieces
2	Mumbo Tokens	1	Jinjo
26	Notes	0	Honeycomb Pieces
8	Red Feathers	1	Beehive
0	Gold Feathers	0	Eggs

BLUBBER'S SHIP

Crybaby Blubber has lost his treasure and he's a wreck, just like his beached sailing ship. See if you can help this hopeless hippo recover his fortune.

Treasure Hunt

You'll have to swim around to find and recover Blubber's treasure. Use the Beak Buster on the hatch on deck, then swim into the open gun port underwater.

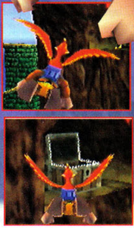


Up the Mast

You'll find a Mumbo Token underneath the crows' nest on the mast. Use the Talon Trot to climb up the rigging and shinny up the mast to the Green Jinjo overhead.

Fly Away

If you talk to Bottles in the crows' nest on Blubber's ship, he'll teach Kazooie how to fly. You'll need at least one Red Feather to fly, and more if you want to soar higher. Use Kazooie's flying skills to scout out the island and fly up to the lighthouse.



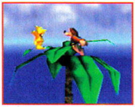
0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
8	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beehives
0	Gold Feathers	22	Eggs

THE LIGHTHOUSE

The lighthouse is the highest point on Treasure Trove Cove. From the top you can see the entire island, but you'll have to avoid the roving clams that try to steal your valuable items.

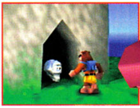
Yellow Jinjo

The Yellow Jinjo is in a palm tree near the cliffs below the lighthouse. It's hard to fly to him, so try jumping from the cliff to the tree.



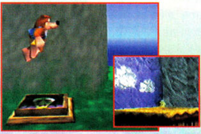
The Lighthouse Door

The lighthouse door might be locked, but that doesn't mean you can't go in. Use the Beak Barge Attack to break it down.



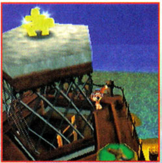
The Witch Switch

The Witch Switch is on the ground behind the lighthouse. Beak Bust the switch to make a Jiggy appear back in the lair, above the entrance to Treasure Trove Cove.



One Jiggy Above All

After you break down the lighthouse door, you'll be able to climb the ladder to the top of the tower. If you already know how to do the Shock Jump, spring up to the top of the roof and grab the highest Jiggy on the entire island.



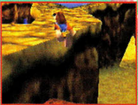
1	Golden Banjo	1	Jiggy Piece
1	Mumbo Token	0	Jinjos
21	Notes	0	Honeycomb Pieces
20	Red Feathers	0	Beehives
0	Gold Feathers	5	Eggs

THE HIGH ROADS

The cliffs surrounding the pier near the start are elevated paths. You'll need to take these high roads to learn how to use the versatile Shock Jump technique.

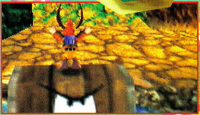
Up the Crates

If you're looking for a way up onto the cliffs, try hopping up the crates stacked against the wall near Blubber's ship.



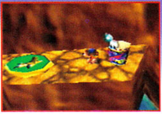
Monster Chest

If you take the path to the right, you'll find a monster chest. Use your Flap Flip Jump to back flip into the chest before it slams shut. Inside you'll find six blue eggs.



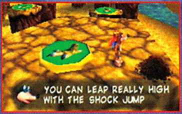
Drain the Lake

If you climb up the stacked crates leading up to the high paths and look down the opposite side, you'll find Leaky the Bucket. Leaky will help you drain the lake if you patch his holes. Lay two eggs inside the bucket to fix his leaks.



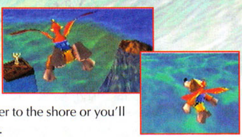
The Shock Jump

If you turn left after you climb the stacked crates, you'll see Bottles. He'll teach you the Shock Jump, the highest leap in the game. Learn to master it on the shock pillars.



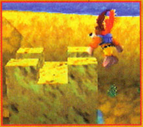
The Distant Isle

Launch off the flying disc on top of Blubber's crows' nest to fly out to the distant island and get the Extra Life statue above the waterlogged crate. Be sure to jump and flap all the way back across the water to the shore or you'll end up being chomped by Snacker.

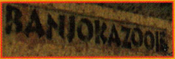


Into the Lake

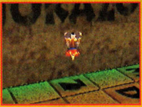
After Leaky has drained the lake, use your Double Jump to land on top of the castle.



Spell It Out



Once you enter the lake castle, you'll have 100 seconds to solve the puzzle on the floor. If you use the Beak Buster to spell out "BanjoKazooie" on the floor tiles, you'll win a Jiggy.



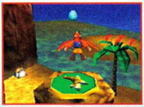
0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
14	Notes	1	Honeycomb Piece
26	Red Feathers	1	Beehive
0	Gold Feathers	3	Eggs

SHOCK JUMP PILLARS

Notes, eggs, Red Feathers and a Jinjo are waiting for you on the Shock Jump pillar obstacle course. Vaulting between the pillars is difficult, but you can master it with practice.

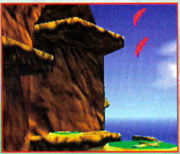
Watch for Your Shadow

The key to mastering all the jumps in Banjo-Kazooie is to look for your shadow before you touch down. Don't try to land until your shadow appears on solid ground.



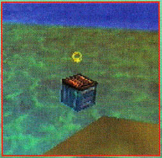
Cave Jiggy

You can reach the Jiggy inside the cave by hopping up the Shock Jumps on the ledges, but you might find it easier to fly up to it.



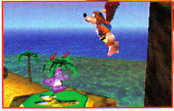
Honeycomb Adrift

There's another waterlogged crate floating out to sea on the other side of the high rock. This is a long swim, so spare yourself the pain by flying out to collect the Extra Honeycomb piece.



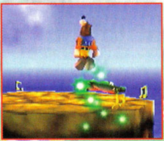
The Pink Jinjo

The Pink Jinjo is three hops away from the obstacle course start. If you line up Banjo with his destination before you leap, you'll have no problem covering the distance.



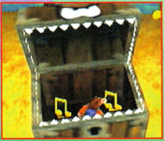
Up on Crab Rock

The high rock with the crab and the Notes is difficult to reach. Stand on the pillar where you found the Pink Jinjo and Shock Jump to the rock, then do a Feathery Flap to cover the remaining distance to the crab.



More Monster Chests

The two monster chests on the other side of the shock pillars have Notes and Red Feathers locked away inside. Flap Flip Jump into each one as it opens, then keep walking across the beach and up the tower in the distance.



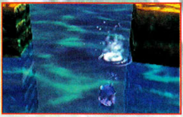
1	Golden Banjo	1	Jiggy Piece
0	Mumbo Tokens	0	Jinjos
4	Notes	0	Honeycomb Pieces
4	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

TOWER TROUBLES

There's a treasure hunt waiting for you at the top of the tower, but you'll have to take your time as you make your way up or you'll end up as fish food.

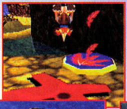
Bearly Worth It

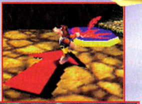
There's an Extra Life statue in the water along the path up to the tower. You can grab it, but Snackers will bite you.

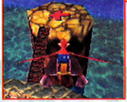


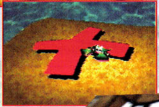
'X' Starts the Hunt

Use Kazooie's Beak Buster slam on the red 'X' at the top of the tower to start a Jiggy treasure hunt. Follow the arrows by flying around the island and stomp on all six red marks to unearth a hopping treasure chest on a sandbar. Use your Rat-a-tat Rap to break the lock on the chest and free the Jiggy.









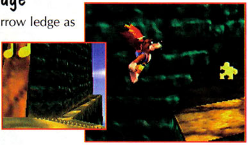
1	Golden Banjo	2	Jiggy Pieces
2	Mumbo Tokens	1	Jinjo
12	Notes	0	Honeycomb Pieces
4	Red Feathers	1	Beehive
0	Gold Feathers	8	Eggs

THE FAR SIDE

It's easy to forget about the back of the island, but this is where you'll find the remaining Notes and the second Extra Honeycomb piece. Just watch your balance or you'll end up swimming halfway around the cove.

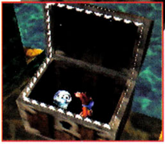
A Narrow Ledge

You'll spot this narrow ledge as you trot along, collecting the Notes on the three ladders. If you inch along the path and leap across the floating crates, you'll find a Jiggy in a cave.



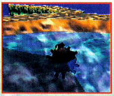
Token Treasures

There are two Mumbo Tokens spinning around inside the chest at the top of the second ladder. Time your jump into the chest carefully or you'll be slammed into the water below.



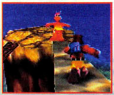
Deep Pond Diving

Dive to the bottom of the pond near the top of the third ladder and scoop up another Jiggy puzzle piece.



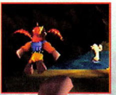
The Orange Jinjo

You'll see the Orange Jinjo at the very end of the narrow ledge next to the pond containing the Jiggy.



A Long Jump for an Extra Life

Use a Feathery Flap to land on the ledge on the other side of the pond and get this Extra Life statue.



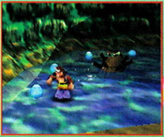
0	Golden Banjos	0	Jiggy Pieces
1	Mumbo Token	0	Jinjos
3	Notes	1	Honeycomb Piece
9	Red Feathers	1	Beehive
0	Gold Feathers	7	Eggs

PERILOUS POOLS

You'll pass six pools on your way back down to the pier. Stock up on the items you find here so you can use them in the next world.

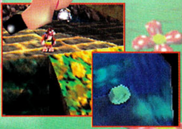
Explosive Encounters

The floating mines don't like your snooping around in their pools. Run or swim quickly to stay one step ahead of them, or jump out of the water whenever you think they're about to explode.

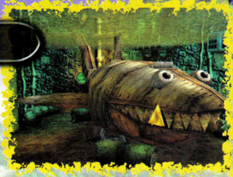


A Sweet Surprise

If you leap into the sea next to the lowest pool, you'll spot this Extra Honeycomb piece on the bottom. Grab it and swim to the right to get back to the beach.



CLANKER'S CAVERN



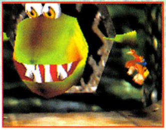
To reach Clanker's Cavern, return to Gruntilda's picture on the floor in the witch's lair and leap up to the ledge using the Shock Jump Disc. Complete the puzzle to open the drain leading to this dreary backwater.

0	Golden Banjos	0	Jiggy Pieces
0	Mumbo Tokens	1	Jinjo
14	Notes	0	Honeycomb Pieces
3	Red Feathers	1	Beehive
2	Gold Feathers	6	Eggs

ROUGH START

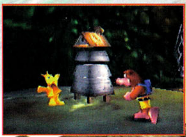
The going gets tough as soon as you step into the first chamber of Clanker's Cavern. Jump up and collect the eight Notes and the Yellow Jinjo on the rusted pipes, then swim down into the drain leading to Clanker's cell.

Beasts in the Vents

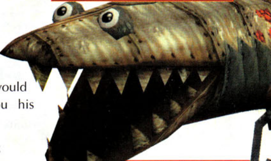


There are hideous beasts waiting to leap out and grab you when you walk past the broken vents in the room. Slowly make your way up to each vent to lure the beasts out, then dispose of them with the Rat-a-tat Rap.

The Yellow Jinjo



The Yellow Jinjo is on a rusty platform at the center of the first chamber. He's hard to spot because he's usually waving his arms behind the bouncing Beehive. Circle around the platform to find him.

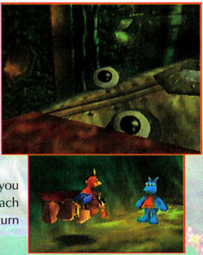


3	Golden Banjos	5	Jiggy Pieces
4	Mumbo Tokens	2	Jinjos
56	Notes	1	Honeycomb Piece
13	Red Feathers	1	Beehive
5	Gold Feathers	22	Eggs

CLANKER'S CAVE

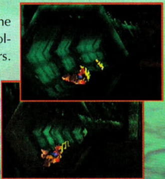
Poor Clanker is Gruntilda's garbage grinder, a job he would gladly quit. If you help Clanker, he'll give you his puzzle pieces.

The Blue Jinjo



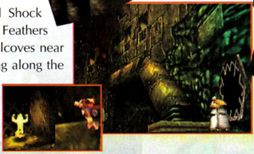
The Blue Jinjo is in a pipe that winds into a wall in Clanker's Cavern. Swim into the hole in the wall near Clanker's right eye. You'll find the Jinjo halfway through the pipe. Now swim into the hole in the wall behind Clanker's left fin. It's a long passage, but if you swim fast enough you'll reach the Jiggy with enough air to turn around and get back.

Through the Tubes



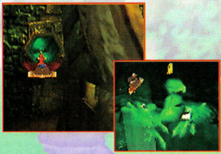
Swim through the tube along the bottom of Clanker's Cavern to collect Notes and Feathers. Maneuvering through these short tubes will get you in practice for navigating the long pipes in the walls, where you'll need every Honeycomb of air.

High Ledge Hijinks



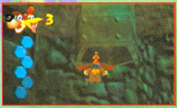
Use the Talon Trot and Shock Jump to reach the eggs, Feathers and Notes in the eight alcoves near the ceiling. Keep hopping along the ledges until you find the Golden Banjo statue.

Mutant Crabs



If you explore the glowing green pipe near the end of Clanker's tail, you'll find the home of the Snippet Mutants, four ugly, bug-eyed crabs. Defeat all four crabs to win a Jiggy piece.

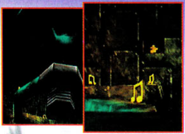
Up the Pipe



A short vent is broken off underwater near Clanker's left fin. If you dive down and carefully swim up inside the vent, you'll find another Extra Honeycomb piece.

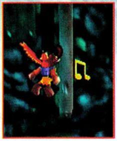
Thar She Blows!

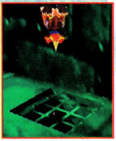
Once you free Clanker, he'll be able to breathe freely on the surface. Walk up on his back and stand on the loose screw in his blow hole. You'll shoot skyward to a new platform where you'll find Notes and a Jiggy piece.

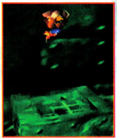


Hunting for Dust Bunnies

You won't find dust bunnies in the vents in Clanker's Cavern, but you'll uncover other essential items. Hop up the Shock Disc near Clanker's left fin and pound your way into the vents to find an Orange Jinjo and an Extra Honeycomb piece.

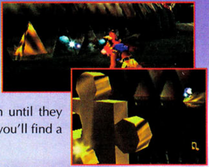






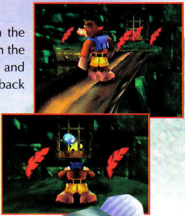
Dental Work

The gold teeth in Clanker's mouth are giving him a headache. Stand on the floating platforms and shoot eggs at the teeth until they fall away. Inside his mouth you'll find a Jiggy and a Mumbo Token.



Jiggy in a Cage

If you Talon Trot up on the tip of Clanker's tail when he's on the surface, you'll be able to reach and explore the high ledges in the back of the cavern. There's a Jiggy locked away in a tiny box. Use your Rat-a-tat Rap to break down the grate and free the puzzle piece.



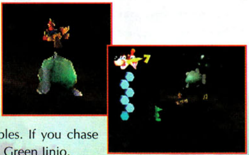
0	Golden Banjos	1	Jiggy Piece
0	Mumbo Tokens	1	Jinjo
8	Notes	1	Honeycomb Piece
0	Red Feathers	0	Beehives
0	Gold Feathers	0	Eggs

FREE CLANKER

Clanker is chained to the bottom of the cavern. To free him, you'll have to break the lock at the deepest part of Clanker's Cavern.

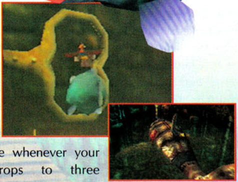
Air Supply

Diving to the bottom of Clanker's Cavern will use up most of your oxygen, but you can replenish your supply by swimming through Gloop's bubbles. If you chase Gloop, you'll find the Green Jinjo.



Raise Clanker

Unlocking the chain holding Clanker is one of the toughest tasks in this stage. To free him, you'll need to swim through the hole in the key three times. Retreat to the surface whenever your oxygen supply drops to three Honeycombs.



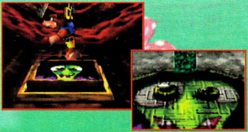
0	Golden Banjos	1	Jiggy Piece
0	Mumbo Tokens	0	Jinjos
6	Notes	0	Honeycomb Pieces
0	Red Feathers	1	Beehive
0	Gold Feathers	0	Eggs

CLANKER'S THROAT

Banjo will find more treasure inside Clanker. Drop inside the blow hole to explore the rest of the mechanized whale.

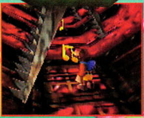
The Witch Switch

Pounding this Witch Switch will raise the eyes in the floor painting back in the lair. Remember to Beak Bust the eyes when you return to the lair.



Biting Blades

You can walk between these whirling blades to collect the Notes, or, if you talk to Bottles first, you can learn how to pass between the blades without getting hurt.



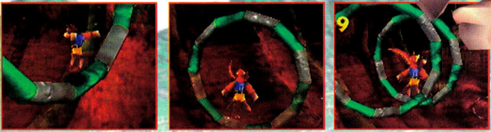
0	Golden Banjos	1	Jiggy Piece
1	Mumbo Token	1	Jinjo
8	Notes	0	Honeycomb Pieces
4	Red Feathers	1	Beehive
4	Gold Feathers	8	Eggs

CLANKER'S BELLY

Clanker's belly is half-full of air. To fill his stomach with water and reach the Jiggy in his tail, you'll have to successfully complete a timed obstacle course.

Ring Test

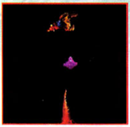
Jump through the green ring to start the test. You'll have 48 seconds to swim and jump through the remaining rings, but you should pass through the rings only when they've turned green. You'll have to do every type of jump in the game, including the Double Jump, to successfully complete the course.



The last two rings are the toughest on the course. Stand on the floating crate and do a Feathery Flap through both of them.

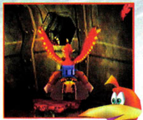
Pink Jinjo

Filling Clanker's belly with water will open up another exit through his left gills. Look for the Pink Jinjo as you're swimming toward the gills.



Flying to the Tail

After you get the Jiggy piece, swim to the Flying Disc on the other side of the belly. Now fly back across the room and into the hole leading in to Clanker's tail.



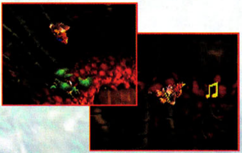
0	Golden Banjos	1	Jiggy Piece
0	Mumbo Tokens	0	Jinjos
13	Notes	1	Honeycomb Piece
0	Red Feathers	0	Beehives
5	Gold Feathers	3	Eggs

CLANKER'S MOUTH AND TAIL

If you've cleaned out all the pipes in the cavern, the last place you'll need to explore is Clanker's mouth and tail. Then you'll have enough Notes to move on.

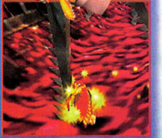
Clanker's Mouth

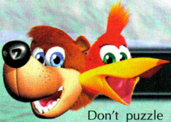
If you've removed Clanker's teeth and picked up the Jiggy and the Mumbo Token, you've almost cleaned up Clanker's mouth. Use the Talon Trot to run around and collect the remaining Notes.



Clanker's Tail

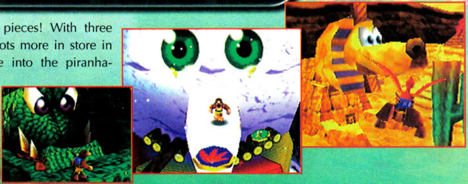
If you make it all the way to Clanker's Tail, Bottles will teach you the Invulnerability Shield move. Use your Gold Feathers to run past the whirling blades and grab another Jiggy.



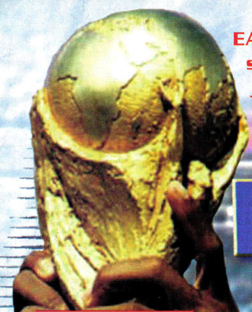


THERE'S MORE ON THE WAY

Don't puzzle over missing Jiggy pieces! With three worlds covered and six to go, we have lots more in store in future issues. Next month we'll venture into the piranha-infested waters of Bubble Gloop Swamp and dodge ice balls thrown by the sinister snowmen high up on Freezeezy Peak!



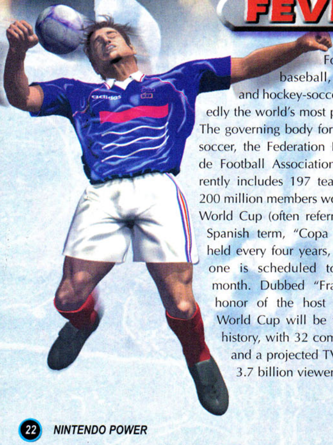
EA Sports' World Cup '98 is the sure cure for sports sequel syndrome, featuring far more than just updated team rosters. With the ability to call plays and change formations on the fly, you'll be a world-class striker in no time!



WORLD CUP 98™

M.Luis Enrique

COPA FEVER



Forget football, baseball, basketball and hockey-soccer is undoubtedly the world's most popular sport. The governing body for international soccer, the Federation Internationale de Football Association (FIFA), currently includes 197 teams and over 200 million members worldwide. The World Cup (often referred to by the Spanish term, "Copa Mundial") is held every four years, and the next one is scheduled to begin this month. Dubbed "France '98" in honor of the host country, this World Cup will be the largest in history, with 32 competing teams and a projected TV audience of 3.7 billion viewers!

MORE THAN A SEQUEL

Many sports sequels serve up little more than updated team rosters, but World Cup '98 is packed with improvements and new features. Besides having smoother animation, smarter goalies and better synchronized commentary, World Cup '98 also allows you to call specific plays and team formations without pausing the action. There's even a Classic mode that features famous historical matchups, complete with authentic period uniforms and guest commentary from the world-famous announcer, Kenneth Wostenholme.

Fra 0
S Afr 0 15:48
D.Deschamps

A CLEVER BIT OF PLAY

The bottom line seems simple at first–dribble the ball down the field and shoot at your opponent's goal. In practice, however, straight-line attacks won't get you very far. These advanced maneuvers will help you pull off, as announcer John Motson might say, "a clever bit of play."

Quick Fakes

Hold Z or R and press the Control Stick in various directions to pull a fake-out. Computer-controlled players don't always react very quickly, and by using the fake-out, you can stay in a defender's blind spot.

Flick-Over

Hold R and press bottom C to turn around and flick the ball backward over your head. This is a good move to use if a defender is charging straight at you. You can then slip around him and pick up the ball again.

Rocastle 360

The Rocastle is a spin move that's good for dodging tackles or confusing a defender. Hold Z or R and press B to spin one way or the other. This move is more effective against normal tackles than slide tackles.

Nutmeg

Dribbling a ball through a defender's legs is a "nutmeg." To attempt a step-over nutmeg (your feet will cross over the ball before you make a short pass), hold Z and press right C. Remember, practice makes perfect!

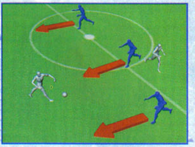
Draw Foul

If the action is heated, hold Z or R and press top C to take a spectacular fall. You just may fool the referee into calling a foul on the attacking team. It's risky, but it can work as a last-ditch measure.

IT'S YOUR CALL

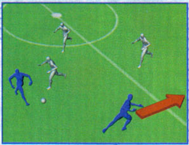
Once you move up from the Amateur difficulty level to Professional and World Class play, you'll probably need these "real time" tactics to keep you on top of your game. When a play is called, your computerized teammates will do their best to follow your lead and move into their assigned positions. There's no guarantee that a play will work, but that's where practice and a bit of luck will come in.

Offside Trap



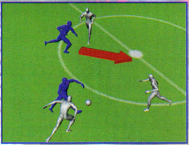
Hold Z and R and press bottom C to move all your defenders up the field. Playing them forward may catch your opponents in an offside (passing to a teammate that's beyond the last defender).

Wing Back Run



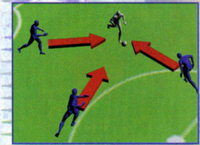
Calling a Wing Back Run (hold Z and R and press left C) will make your wing or your closest teammate sprint up the sideline. You can then pass or lob the ball before he goes offside.

Through Ball Run



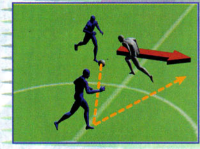
Hold Z and R and press right C to make your closest teammate run diagonally up the field. If he's in a good field position, he can slip between defenders. Pass before he goes offside.

Attacking Press



To call nearby players to put pressure on an opposing ball carrier, hold Z and R and press top C. The Attacking Press is good for forcing turnovers, but it may also leave you vulnerable.

Passback



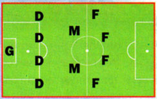
Hold Z and R and tap A to pass the ball to your nearest teammate. The computer will control the receiver while you move your player into position. Double-tap A to ask for the ball back.

SIDELINE SKIPPERING

Another exciting new feature is the ability to preset three team formations and then switch between them at any time. For each preset formation, you can set your team's overall strategy anywhere from high attack to high defense, as well as your players' individual aggression and attack levels. If a particular formation or strategy isn't working, you can change any or all of your presets while a game is paused.

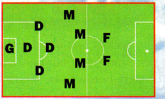
The Possession Game

4-2-4



This balanced formation lends itself to practically any strategy or attack level. The midfielders will have a lot of ground to cover, however.

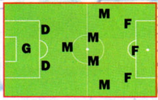
4-4-2



This is arguably the most flexible formation. The four midfielders provide solid defense as well as the ability to launch an attack from the sidelines.

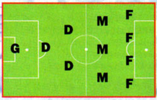
On the Attack

2-5-3



This formation + a high attack level + the Wing Back Run = lots of shots on goal. On a second preset, use a high defense level to pull the wings back.

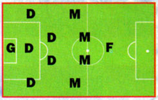
3-3-4



If you like to force turnovers near your opponent's goal, this is the formation to use. Call an Attacking Press play and watch the sparks fly!

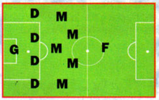
Digging In

5-4-1



This is primarily a defensive form, but it can work offensively: lure your opponents to your side of the field, take the ball and play the fast break.

4-5-1



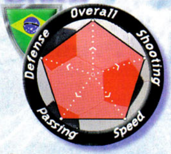
If your opponent's offense is overpowering or you just need to hold on to the lead for a few moments more, the 4-5-1 formation will be your best bet.

1998 WORLD CUP QUALIFIERS

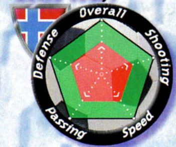
GROUP A

The 32 teams that qualified for the World Cup were divided at random into 8 groups. Each group has at least one clear favorite, and we'll be focusing our scouting reports on those squads primarily. In Group A, four-time Cup winner Brazil is the obvious contender. The team is rated 10 in every category: shooting, speed, passing, defense and overall skill.

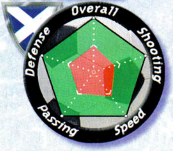
Brazil



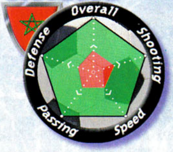
Norway



Scotland



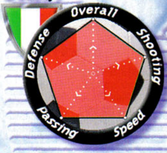
Morocco



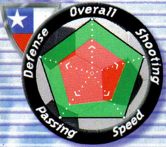
GROUP B

Italy also ranks a 10 in every skill category, but you may find that they "handle" a bit differently, especially under computer control. Historically, many European teams have played a much more structured and organized game than their South American rivals, who tend to play a short passing game that's focused on individual finesse and flair.

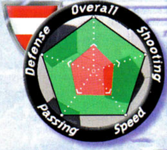
Italy



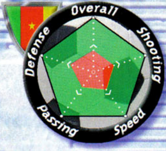
Chile



Austria



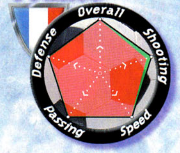
Cameroon



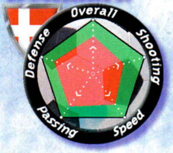
GROUP C

With a rating of 9 in shooting, the French national team is just one point shy of perfection, but this "deficit" won't have much of an impact on their chances for the Cup. In addition, they do have the home field advantage. Denmark could be a dark horse contender in the semifinals, rating 7.5 in passing and defense and 7 in speed and overall.

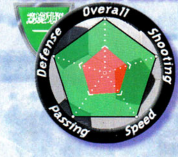
France



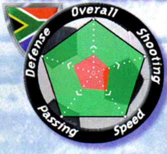
Denmark



Saudi Arabia



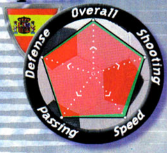
South Africa



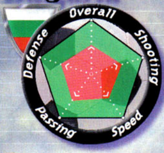
GROUP D

Spain is a shoe-in for a spot among the top ten teams, rating 9.5 in shooting, 9 in speed, 10 in passing and defense and 9.5 overall. Bulgaria is the only real challenger for Spain in Group C, but with no skill rating higher than 6, a surprise upset is highly unlikely. As long as the Spanish avoid injuries, they'll be there in the semifinals.

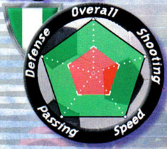
Spain



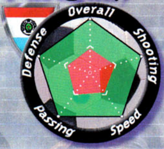
Bulgaria



Nigeria



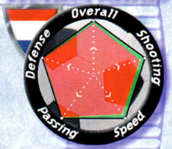
Paraguay



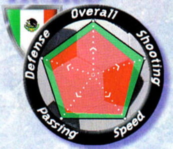
GROUP E

Group C will be host to one of the more exciting early-round challenges. The Netherlands are ranked 9 in shooting and speed, 10 in passing and defense and 9.5 overall. Mexico is right behind with 8 in shooting, 9 in speed and 8.5 in all other categories. Differences of one rating point aren't very significant, so this contest could go either way.

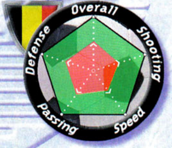
Netherlands



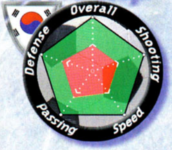
Mexico



Belgium



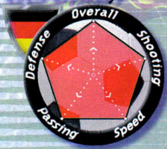
Korea Rep.



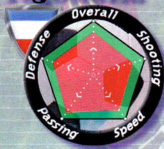
GROUP F

Germany and Yugoslavia will also provide lots of fireworks as they compete for the Group F title. Germany is ranked 10 across the board, but the Yugoslavians are no slouches, with 7.5 in shooting, 8 in speed, 8.5 in passing and 8 in both defense and overall skill. The key for the underdogs will be to strike early and strike often.

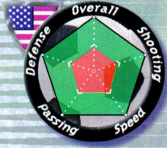
Germany



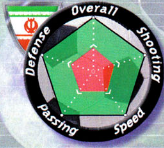
Yugoslavia



USA



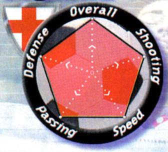
Iran



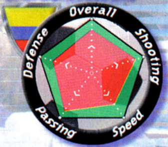
GROUP G

With three quality teams, Group G will have the most hotly contested first round. England is the front-runner with a 10 in every category, followed by Colombia with 8.5 in shooting, 7 in speed, 8.5 in passing, 7.5 in defense and 8 overall. Romania will also stir the pot with 7 in shooting, 6.5 in speed, 8.5 in passing and defense and 8 overall.

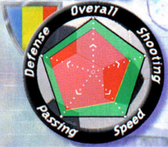
England



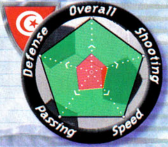
Colombia



Romania



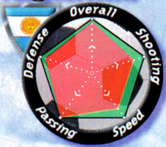
Tunisia



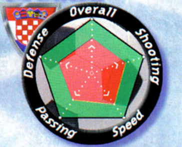
GROUP H

Argentina is the runaway favorite in Group H, with 8 in shooting and speed, 10 in passing, 9 in defense and 9.5 overall. If Argentina goes up against Brazil, England, Germany or any of the other top 5 teams in the later rounds, the key to success will be passing and ball movement using primarily the 4-2-4 and 2-5-3 formations.

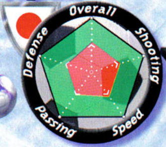
Argentina



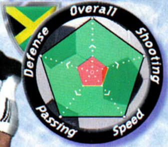
Croatia



Japan



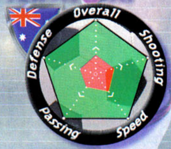
Jamaica



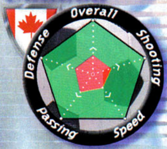
ALSO RANS

The following teams did not officially qualify for France '98, but they were included in the game for variety. In fact, Portugal, Russia and Sweden do compare favorably to a lot of the Cup competitors, at least on paper. If you choose one of these teams in World Cup mode, it will replace one of the official qualifiers in the tournament at random.

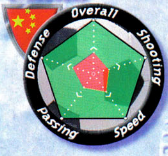
Australia



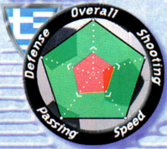
Canada



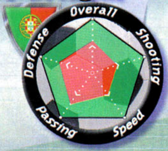
China



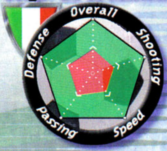
Greece



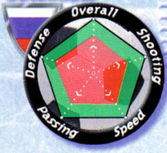
Portugal



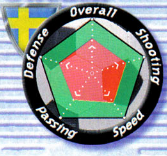
Rep. of Ireland



Russia

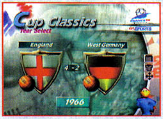


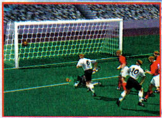
Sweden



COPA CLASSICS

Once you win the World Cup, you'll enable the Classics mode, which features eight famous World Cup championship matches from the past. Each match is authentically detailed according to its time period, including accurate uniform colors and classic-style brown soccer balls. Kenneth Wostenholme, a renowned former FIFA announcer, will be on hand to give the play-by-play. Classic mode can't be saved on the Game Pak. To access Classic mode again, your World Cup win must be saved to a Controller Pak and then reloaded into the Game Pak.





These classic match-ups are some of the tougher contests available. Before you begin a match, you'll see the final score of the actual game. Will you be able to change history with a stunning upset?

1930

Uruguay vs. Argentina

Few European teams were willing or able to make the trip to South America for the first World Cup. Uruguay's key player in their 4-2 win was goalkeeper Ballasteros. Despite great ball handling by Evaristo and terrific shooting by Stabile, Argentina couldn't rally.

1938

Italy vs. Hungary

The 1938 World Cup was a reverse of the 1930 contest, with no South American teams willing to travel to Europe, mostly because of pre-WW II tensions. If you'd like to repeat Italy's 4-2 win, focus on midfielders Serantoni and Andreolo, and forwards Biavati and Meazza.

1950

Uruguay vs. Brazil

In 1950, the world was introduced to what we now think of as the South American style of play, with stylish and flamboyant ball handling. Unfortunately for Brazil, though, their powerful front line couldn't make up for a weak defense, and they lost the match, 2-1.

1954

W. Germany vs. Hungary

It's somehow fitting that the first televised World Cup ended with a thrilling upset. Hungary's star forward, A. Puskas, was injured and couldn't play, and many think this gave West Germany the edge they needed to win. This time, Puskas is healthy and ready to go...

1966

England vs. W. Germany

The 1966 World Cup was the first to be decided in overtime. West Germany's explosive South American-style strategy backfired as a more cautious English squad took the win. Key players included Beckenbauer (right midfield, W. Germany) and Moore (left midfield, England).

1970

Brazil vs. Italy

This match marked Pele's debut in the World Cup and a new dominance for South American-style play. Brazil became the first team to win the World Cup three times, and they were awarded the original championship trophy permanently in honor of their great achievement.

1974

W. Germany vs. Holland

Led by Muller, Grabowski and the returning Beckenbauer, the West Germans were able to redeem themselves in this hotly contested match. The Dutch team's star forward, Cruyff, was widely considered to be one of the best players of his day, second only to Brazil's Pele.

1982

Italy vs. W. Germany

West Germany made yet another appearance in the World Cup finals but fell to Italy's overpowering front line. Some key players on the winning team included Cabrini (a strong defender), Tardelli (a stylish midfielder) and Gentile (a catalyst for many strong challenges).

THE MAN IN CHARGE

Having played semipro soccer himself, Nick Malaperin was the perfect choice to be EA's Associate Producer on World Cup '98 for the N64. After spending a couple of weeks with Nick's pride and joy, we'd have to agree with his personal assessment of the game: it's fast, easy to control and a blast to play.

Nick and his design team started work on World Cup '98 before its predecessor was even finished.

FUTURE PLAY

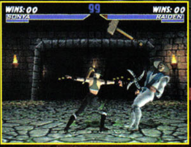
Responding to comments on sluggish play control in earlier soccer games, Nick and his team of 18 artists and programmers worked hard to give World Cup '98 a "real sense of immediacy. It does what you want when you want." He's confident that these improvements will be carried over to the tentatively-titled FIFA '99, which is already deep in development. We can't wait!

MORTAL 4 KOMBAT™

FIGHT

MORTAL 4 KOMBAT
Nintendo
NINTENDO 64

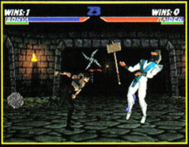
THE ARCADE MACHINE VS. THE FUN MACHINE



Arcade screen shot

Thwap! Crack! Aieeee! Popcorn-munching onlookers alternately cheer and cringe as they watch two martial artists execute bone-crushing blows and ants-in-the-pants acrobatics until one fighter is ultimately smeared across the screen. But it's not the latest Jackie Chan film the audience is gaping at. It's Mortal Kombat 4, Midway's latest arcade fighting game to further the saga of the Outworld.

Though the MK concept is five years old, the series continues to be a hit, and MK4 maintains that streak, drawing in crowds as well as quarters by the pocketful. Much of the success comes from MK4's three new features that set it apart from previous MKs and fighting games: 3-D fighters in 3-D arenas, weapons that can be picked up or swiped away, and a fighting engine that's running faster than ever. So fast, in fact, that it's quickly heading to the N64.



N64 screen shot

Midway has built a strong reputation by successfully translating arcade hits into faithful ports for home video game systems. Like a punch square in the solar plexus, Midway's N64 version of MK4 is yet another dead-on hit that's a dead ringer for its arcade inspiration...and then some. In addition to retaining the arcade graphics, moves, and cinema scenes with dialogue, the N64 version will include a new arena, a boss character, and possibly more surprises that will never surface in arcades. So far, MK4 has been twice tweaked in arcades to boast new features, and Nintendo's version will benefit from this road-testing by including all improvements from the latest MK4 arcade update (known as "Revision 3").

With its extras, the home version of MK4 could overshadow the arcade version. Thwap! Crack! Aieeee! It may just be a knockout.

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THE KOMBATANTS

Escaping Raiden's imprisonment, banished god Shinnok now threatens the existence of earth and the other realms. Once again, a handful of fighters, including these seven newcomers to the tournament, will determine fate by battling in Mortal Kombat's fight-to-the-finish slugfests.

FUJIN
Known as the Wind God in MK Mythologies, Fujin is one of earth's last surviving gods who can oppose Shinnok.

REIKO
Reiko, a mysterious warrior who once led Shinnok's armies, returns after being M.I.A. to again serve the banished god.

JAREK
The Black Dragon's Jarek is Sonya's arch rival, but the threat of a common foe forces them to put differences aside.

SHINNOK
A fallen god at odds with the Elders, Shinnok reemerges to destroy his captor, Raiden the Thunder God.

KAI
Not only is he Liu Kang's friend, he is also his equal. Kai is a superior fighter who learned from many masters.

TANYA
Tanya unwittingly lets Shinnok into her world. Only by defeating him can she free her home.

QUAN CHI
Sorcerer Quan Chi freed Shinnok, and now he fights alongside the banished god to overthrow the Elders.

MK4 AND AFTER

Something old, something new. MK4 introduces interchangeable weapons, seven fighters, plus some new moves.

CHARACTER	DEBUT	OLD MOVES/ FATALITIES	NEW MOVES/ FATALITIES	WEAPON
Johnny Cage	MK	7	1	Broad Sword
Fujin	Mythologies	-	8	Laser Crossbow
Jarek	MK4	-	7	Broad Sword
Jax	MK 2	6	2	Mace
Kai	MK 4	-	9	Saber
Liu Kang	MK	5	2	Sword
Quan Chi	Mythologies	-	8	Mace
Raiden	MK	4	2	Hammer
Reiko	MK 4	-	8	Mace
Reptile	MK 2	3	4	Battle-axe
Scorpion	MK	4	3	Sword
Shinnok	Mythologies	-	*	Spear
Sonya	MK	5	4	Rotary Blade
Sub-Zero	MK	5	1	Club
Tanya	MK 4	-	7	Boomerang

* Shinnok can mimic any character and use any of his or her moves.

N64 VS. THE ARCADE

Midway designed the N64 version to be as good as the arcade version. With some added extras, it's even better.

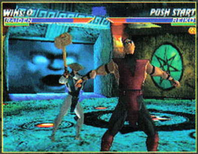
	N64	ARCADE (Revision 3)
Fighters	15	15
Hidden Fighters	At least 1	At least 1
Boss Characters	1	0
Arenas	7	6
Animation Frames per Second	60	60

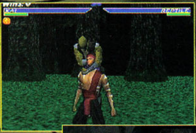
ONE MEAN FIGHTING MACHINE

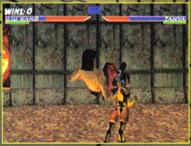
IN HORRIFYING 3-D!

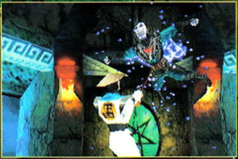
While Mortal Kombat's first two sequels added new characters, fatalities, babalities, and other -alities, MK4's new features are the first in the series to radically break the mold. Unlike its predecessors, MK4 features 3-D characters in 3-D arenas. Game play, however, remains essentially 2-D. Occasionally a special attack may hurl an opponent (or pieces of one) against your television screen, or a handy weapon may sit far in the background. But after a tiny sidestep detour into the third dimension, the fighters will quickly realign themselves so they're once again fighting face-to-face in traditional MK fashion.

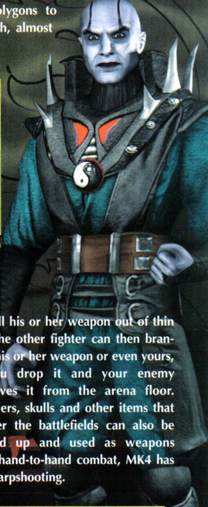
Mortal Kombat has always been about confrontation rather than evading and circling around your opponent, so the 3-D look of MK4 serves more of an aesthetic purpose. Camera angles will automatically reposition to highlight the pain of certain special moves. Polygonal blood can splatter in every direction, and newly-polygonal fighters no longer seem to be missing a few frames of animation. Moreover, MK4's characters no longer resemble flat paper dolls, nor do they resemble boxy polygons with painted-on faces. Impressively, the characters are stuffed with enough polygons to achieve a smooth, almost rendered, look.


WINS: 0
RAIDEN
PUSH START
REIKO


KAI
REPTILE


WINS: 0
LIU KANG
TANYA

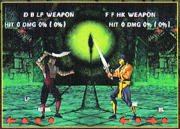


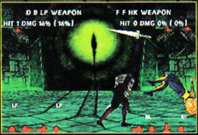


WEAPON-TO-WEAPON KOMBAT

Most revolutionary of all MK4's new features is its interchangeable weaponry. Other fighting games have armed their warriors with weapons, but they've never been able to snatch weapons from their opponents' hands to use them against their owners.

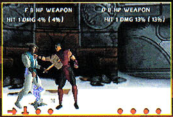
Each MK4 fighter has a special weapon, and a controller sequence will allow your fighter to pull his or her weapon out of thin air. The other fighter can then brandish his or her weapon or even yours, if you drop it and your enemy retrieves it from the arena floor. Boulders, skulls and other items that pepper the battlefields can also be picked up and used as weapons against enemies. Once a game of hand-to-hand combat, MK4 has grown to involve swordplay and sharpshooting.

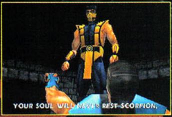

D B LP WEAPON
HIT 0 DMG 0% (0%)
F F HK WEAPON
HIT 0 DMG 0% (0%)

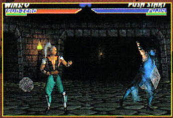

D B LP WEAPON
HIT 1 DMG 16% (16%)
F F HK WEAPON
HIT 0 DMG 0% (0%)

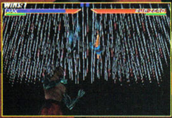
MK4 FOREVER

MK4 for the N64 skimps on nothing when it comes to recreating the arcade version's graphics and fast and furious game play. Moves, fatalities, character AI and the individual fighters' cinematic finales remain true to their arcade inspiration. But the home version also goes a step further by including an extra arena (the Ice Pit), different game modes (including Team Tournaments and Endurance Contests), and the added challenge of a boss character (a certain four-armed thug who hasn't fought since the first MK).


F B HP WEAPON
HIT 1 DMG 4% (4%)
D B HP WEAPON
HIT 1 DMG 13% (13%)

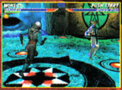
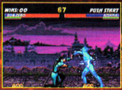
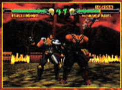
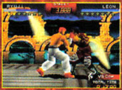

YOUR SOUL WILL NEVER REST SCORPION.


WINS: 0
SUB-ZERO
PUSH START
FUJIN


WINS: 1
JAX
SUB-ZERO

MK4 VS. OTHER FIGHTING GAMES

MK4 is due out this June. Will it have a fighting chance against MK Trilogy or other 3-D tournament fighters? Compare for yourself.

	MORTAL KOMBAT 4	MORTAL KOMBAT TRILOGY	MACE	FIGHTER'S DESTINY
Company	Midway	Midway	Midway	Ocean
Rating	M	M	M	T
Regular Fighters	15	26	12	9
Hidden Fighters	At Least 1	4	5	5
Boss Characters	1	2	2	3
Fatalities Per Fighter	2	2 +Babalities, Animalities, Friendships & Brutalities	1	0
Stage Fatalities	Yes	Yes	No	No
Interchangeable Weapons	Yes	No	No	No
Blood	Buckets, optional	Buckets, optional	Pints, optional	None
Gore	Very High	High	Medium	None
3-D Game Play	Somewhat	No	Yes	yes
Players	1-2	1-2 (Simultaneous) + an 8-Player Round-robin Tournament	1-2	1-2
Size	96 Megabits	64 Megabits	96 Megabits	96 Megabits
Controller Pak	Yes	No	No	Yes
Rumble Pak	Yes	No	No	Yes
Cinema Scenes With Dialogue	Yes	No	No	No
Different Game Modes*	7	4	2	6 (Including Record Attack's Three Competitions)
Game Screen				

*Multiplayer variations of the same mode are counted as one mode.

CHOOSE YOUR DESTINY

Mortal Kombat 4 for the N64, when compared to other fighting games and even its arcade counterpart, emerges as a worthy contender in the ever-expanding ring of fighting games. Should you choose MK4 as your fighting game destiny, keep an eye out for upcoming Nintendo Power articles that will cover the game's strategies and secrets. MK4, with its polished game play, new look, and interchangeable weaponry, definitely adds a new spin to its genre–a spin that could very well be the fate-sealing factor when you're choosing a fighting game.

CLASSIFIED INFORMATION

0428 6211 4842 0680

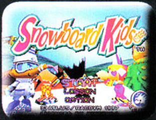
MEMBER IDENTIFICATION #

Snowboard Kids

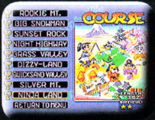
More Boards, More Thrills

Summer's here, but there's still a lot more wintry fun to be had with the Snowboard Kids! The code below will activate the hidden character Shinobin, an entire line of Shinobin snowboards, all the standard courses and four secret courses: Dizzy-Land, Quicksand Valley, Silver Mountain and Ninja Land. We broke down the code into steps to make it easier to read, but you should enter it in one, steady sequence on the Title screen.

Step 1	**Up, Down on Control Stick**
Step 2	**Up, Down on Control Pad**
Step 3	**Bottom C, Top C**
Step 4	**L, R, Z**
Step 5	**Left on Control Pad**
Step 6	**Right C**
Step 7	**Up on Control Stick**
Step 8	**B Button**
Step 9	**Right on Control Pad**
Step 10	**Left C**
Step 11	**Start**



Enter the entire code on the Title screen without pausing.



Oooohh, look at that. Time to hit the slopes, buddy!

San Francisco RUSH Extreme Racing

Rush on the Rock

Here's a multistep code for San Francisco Rush that will open up a hidden track on the island of Alcatraz, otherwise known as The Rock. When entering directional commands, you may use either the Control Pad or the Control Stick.

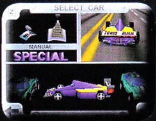
You'll need the F1 car for this code. If you don't have it, first win any Circuit on Medium difficulty. From then on, if you use the same player, you can go to the Track Select screen and press Z four times to activate the F1 car.

Now for the Alcatraz code. Complete a Circuit with the F1 car and watch the entire end cinema scene. Now enter the One Race mode and go to the Car Select screen. Hold left C and press Z. Release both buttons, then press Left. Press B several times to go back to the main menu.

Now access the Setup screen. Hold top C and press Z. Release both buttons, then press Up. Go back out to the main menu.

Reenter the One Race mode and go to the Track Select screen. Hold right C and press Z. Release both buttons, then press Right. Select any track you wish.

Now go to the Car Select screen. Hold bottom C and press Z. Release both buttons, then press Down, L and R. If you enter the code correctly, you'll hear a trumpeting sound. Go back to the Track Select screen and scroll through the tracks to find Alcatraz.



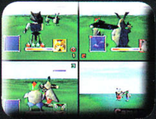
You must have the F1 car for this code to work.

Take a ride on The Rock and bring home the trophy!

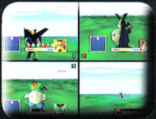
STARFOX 64

Infinite Point Match

Our thanks to the clever net surfers who sent this trick to our web site. To extend a Point Match as long as you like, first begin a three-player, five-point match. The trick is to have one player rack up four wins and then defeat two players simultaneously. If the two players are defeated at the exact same moment, the win counter will jump to six points, going past the normal limit of five points. The match will continue until you reset the game. This trick works best if the two "target" players are characters, not tanks or Arwings.



Have the characters stand in one spot. Use a bomb to defeat them simultaneously.

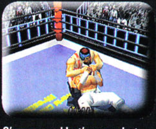


If the trick works, you can extend the match indefinitely with no point limit.

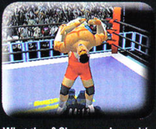
WCW VS. nWo WORLD TOUR

Evil Unmasked

This is such an obvious trick! So why didn't we think of it before? (Don't answer that!) To rip off an opponent's mask, repeatedly use an "eye gouge" attack, if you have one. After a few times, your mysterious foe's face will finally be revealed to the world!



C'mere, you! Let's see what you're hiding under that mask!



What the...? Oh, my goodness, it's one of those Hanson brothers!

TOP GEAR RALLY

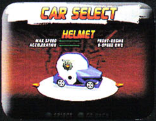
Secret Car Codes

Up until now, you had to complete season after season to gain access to these secret cars in Top Gear Rally. Now they can be yours with just a few simple button presses!

Before we get to the codes, though, we do have a favor to ask. We know that if you complete the sixth season of the fifth year, a Reflective Paint option will appear on the Decal screen (press bottom C to access it). We don't know if there's a quick code for this option, but if you find one, drop us a line here at Classified Info, okay? Much obliged.

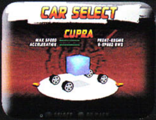
Helmet Car

Once a race begins, press Up, Up, Z, B, A, Left and Left to switch to the Helmet Car. When entering any Top Gear Rally code, use the Control Pad, not the Control Stick.



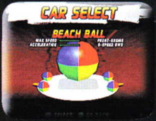
The Cupra

If you'd prefer the cool, sleek lines of the Cupra, press bottom C, Up, B, Right, A, bottom C, A and Right once a race begins.



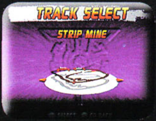
Beach Ball Car

Now this is a car! Press B, B, A, Left, Left, bottom C, A and Right once a race begins to take the Beach Ball car for a spin.



All Normal Tracks

To open up all the normal tracks in Arcade, Time Attack and Practice modes, press A, Left, Left, Right, Down and Z once any race begins. This will not open the Mirror tracks.



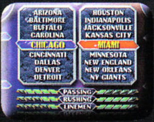
BLITZ

Arcade Action

We don't usually print arcade game codes in Classified Info, but we thought we'd make an exception in this case. Back in Volume 107, we announced that Midway is going to port their arcade hit, NFL Blitz, over to the N64. As part of our preview, we revealed a bunch of secret codes for the arcade game, and now we have a few more.

All codes are entered on the Matchup screen. The first number in each code is for the Turbo button, the second for the Jump button and the third for the Pass button. First press the control buttons the number of times shown, then press the joystick in the direction shown. For example, to activate the Power Blockers, press Turbo three times, Jump once and Pass twice, then press left. You can enter as many codes as you like before the Matchup screen fades.

Code	Control Sequence	
Big Head Team	2-0-3	Right
Bullet Passes	2-5-0	Left
Hide Name	1-0-2	Right
Huge Ball	0-5-0	Down
Huge Head	0-4-0	Up
More Speed	4-0-4	Left
Power Blockers	3-1-2	Left
Power Defense	4-2-1	Up
Thick Fog	0-4-1	Down
Tiny Team	3-1-0	Right
Random Plays	1-1-5	Left
Unlimited Turbo	5-1-4	Up


ARIZONA
BALTIMORE
BUFFALO
CAROLINA
CHICAGO
CINCINNATI
DALLAS
DENVER
DETROIT
HOUSTON
INDIANAPOLIS
JACKSONVILLE
KANSAS CITY
MIAMI
MINNESOTA
NEW ENGLAND
NEW ORLEANS
NY GIANTS
PASSING
RUSHING
LINEMEN

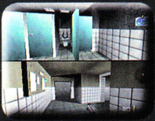
Be ready to enter the codes right after you select your teams.

Some of the code effects are subtle, and some are...yeow! What's up with that?!

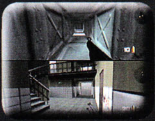
GOLDENEYE 007

Hiding Place

Here's a sneaky trick that a certain GoldenEye guru sent to our web site. If you're playing a multiplayer match in the Facility, there is a way to jump up into the air vent in the bathroom ceiling. Enter the stall below the vent, stand on the toilet and face the stall door. Press and hold left C to crouch. While still holding left C, press and hold R and press Left on the Control Stick. If you're in the correct position, you'll turn around two or three times and then pop up into the vent. Push up on the Control Stick to crawl forward.



You'll be safe from direct fire, but not from explosives.

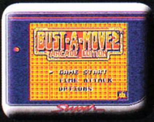


Uh, oh—I think I'm stuck. Uh, guys? Hey, guys!

BUST-A-MOVE 2 ARCADE EDITION

Extra Puzzles

This code is normally revealed once you complete the Puzzle mode, but we thought we'd save you the trouble. Press A, Up, B, and Down on the Title screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.


BUST-A-MOVE2
ARCADE EDITION
GAME START
TIME ATTACK
OPTIONS

If this little guy shows up, you're golden.

We're sure you puzzle fans will eat this up.

CLASSIFIED INFORMATION

NFL QUARTERBACK CLUB 98

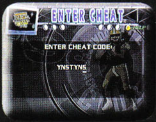
The Last Gasp

These are absolutely, positively the last codes that we know of for NFL Quarterback Club '98. The key phrase here is, "that *we* know of." Who knows? We'll probably receive an e-mail tomorrow revealing even more!

You've probably memorized the spiel already, but here it is: all codes are entered on the Cheat menu, and you'll hear a tone if a code is entered correctly. Most codes will work together, and there's no limit to the number of codes you can activate. Now if you'll excuse us, we're just gonna mmm-bop on outta here...

Einsteins

To raise your players' intelligence to something above the level of the average houseplant, type in YNSTYNS on the Cheat menu.



ENTER CHEAT CODE:
YNSTYNS

Super Dive

Enter BGSPRDV on the Cheat menu to give your players maximum distance on dives. It's kind of like using those water slide thingies in the backyard, only better.

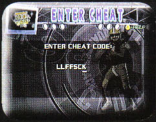
CAMERA MODE

Electric Football

You can relive the glory days of tabletop electric football by typing in YLCTRCFB on the Cheat menu. All the fun of the old game, but the Controller won't vibrate.

Bad Offense

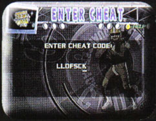
If you enter LLFFSCK on the Cheat menu, your offense will, well, suck big time. And how much are these guys getting paid?



ENTER CHEAT CODE:
LLFFSCK

Bad Defense

To make your defense roll over and play dead, enter LLDFSCK on the Cheat menu. Looks like these guys didn't eat their Wheaties...



ENTER CHEAT CODE:
LLDFSCK

Baby Mode

To activate Baby mode, enter PBYBYMD on the cheat menu. So, just how young are they going to go for the draft, anyway?

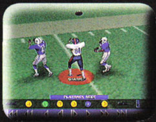
Instant Pass

We knew all that Star Trek stuff would come in handy one day. If you enter LDSTRTRK on the Cheat menu, a thrown pass will immediately teleport to the receiver's hands.

PLAYBACK MODE

Always Tip Pass

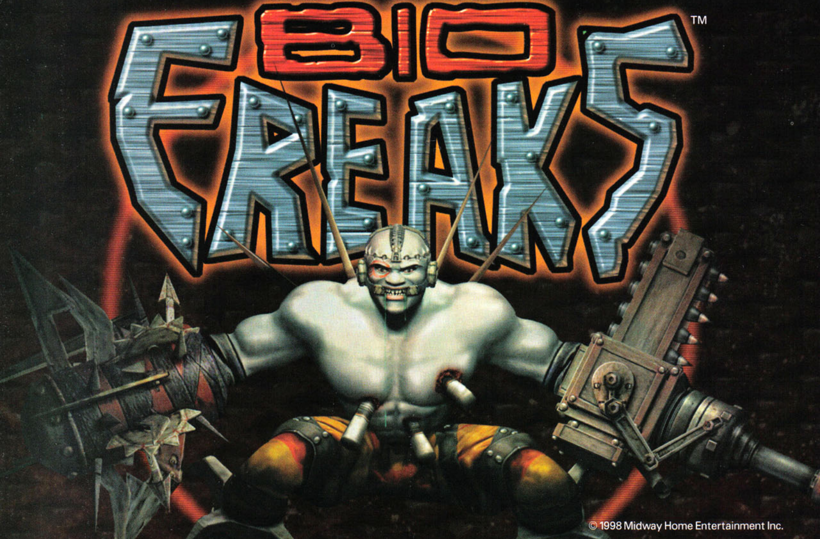
If you enter LWYSTPSS on the Cheat menu, the defending team will always tip the ball on passing plays. Run, Luke! Run!



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

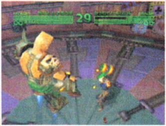
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

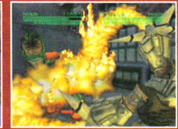
BIO FREAKS™

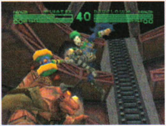


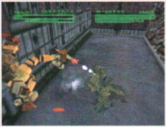
© 1998 Midway Home Entertainment Inc.

It stands out like a freak in the fighting genre. Since when has hacking off opponents' arms while flying freely about booby-trapped arenas ever been the norm?









Not far in the future, big business and corporate greed will tear apart the United States. Midway's gruesome tournament fighter Bio Freaks chronicles this tale of America's second Civil War, an interstate struggle in which domination of technology and the dollar have turned state against state. Cloning, gene manipulation and bio-engineering have become horrific realities, and giant corporations, or the GI-Corps, have taken over each state's weakened, bankrupt government.

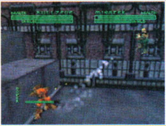
From the new technology arise the "Bio F.R.E.A.K.S.," Flying Robotic Enhanced Armored Killing Synthoids. At first, the humanoid war machines are used for such terrorist acts as spying and kidnapping, but a new faction of the withering U.S. government intervenes.

In the hopes of restoring the U.S. into a unified country, the government has set up the Secret Games, a battle royal in which a state puts its fate in the hands of its native Bio Freak. Each Synthoid represents its home state in a battle against another state's fighter, and control of the losing state goes to the surviving fighter's GI-Corps.

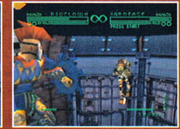
The story of the F.R.E.A.K.S. is not your usual fighting fare. Nor is the game itself, which will combine the new element of complete and free 3-D movement with slice-'em-dice-'em carnage that's intended for only mature audiences with strong stomachs.

FULL 3-D AERIAL FIGHTING

While other tournament-fighting games such as Mace hint at the possibilities of 3-D interactive arenas, none of them allows the complete freedom of movement that Bio F.R.E.A.K.S. does. All eight fighters are outfitted with rockets that enable them to hover to the arena's ceiling, overhanging ledges or any other area of the battle pit. No longer will combatants be locked into fighting from an "eye-to-eye" position. Instead, fighters can explore the multilevel arenas to battle their opponents from above, below, beside or anywhere in between. Now more than ever, positioning and the element of surprise play key roles in fighting.

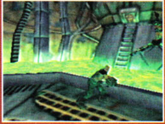


Dodging no longer consists of a simple sidestep. Players can fire up their rockets to fly anywhere in the multilevel arenas.

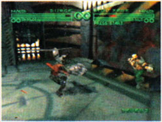


As long as their Hover Meters aren't empty, players can use special aerial attacks to battle in midair.

INTERACTIVE ARENAS



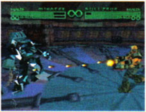
Acid pools surround some fighting areas, so you'll have to watch every 3-D step you take.



Booby-trapped with hazards, the arenas themselves will become threats to your fighter.

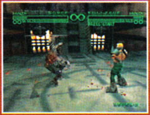
Total freedom of movement will have its downside, too. Not only will you have to constantly watch your back, but one misstep or piloting error can land your fighter in an arena's booby trap. Most battle pits feature interactive hazards such as furnaces, lava pools, and buzz-saw-equipped walls, so fighters will have to reckon with their environment as well as their combatants. Of course, you can also use the arena traps against your opponents. While your foe will use shields to defend against your barrage of firepower, your blasts can still force your victim backward into toxic slime pits, off ledges or into the flattening rollers of a mechanical press.

SHIELDS UP



The F.R.E.A.K.S. have been bio-engineered to generate a metallic shield around themselves when in danger. However, the fighters' limited shield power will maintain the protective shells for only a few seconds at a time until the Shield Meter refills. The combatants will use their shields often, so you'll need to deal out a constant barrage of attacks in order to hit them during that brief period when their shields are recharging.

LIMB LOSS



Bio Freaks drips with gore, but it's not there to just gross you out. Ever wonder how the Venus de Milo would fare in a fight? With the Limb Loss option, fighters can lose their arms if they take enough damage. Armed or not, fighters must finish the fight, but most of an amputee's upper body attacks will be relegated to harmless shrugging.

FOUR MODES OF PLAY

ARCADE

In Arcade Mode, you'll take on each of the seven other fighters in a three-round matchup that will ultimately lead to a showdown against the game's two boss characters.

VS.

Vs. Mode is the game's two-player mode. Even if a novice goes up against a pro, the players will be able to have a fair fight by manipulating their Life Meters. Players can increase their fighter's health to as high as 140% or decrease it to as low as 60%.

SURVIVAL

In Survival Mode, players will fight until they lose one fight in the endless cycle of single-round matchups against the seven other fighters plus Clonus.

TEAM BATTLE

In Team Battle, players can draft their own teams of fighters to battle through a customized Bio F.R.E.A.K.S. tournament ladder.

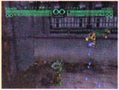
THE BIO F.R.E.A.K.S.

A handy list of your fighter's special moves will appear if you pause the game and highlight "Character Moves." But since there are well over a dozen moves for each of the eight main F.R.E.A.K.S., we've singled out ten moves per fighter that we think will lead you to victory. All moves listed here, as well as the ones on the Character Moves screen, apply when your fighter is standing to the left of an opponent. If you're to the right, simply reverse any left or right arrows.

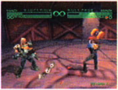
BULLZEYE

F.R.E.A.K. CLASSIFICATION: SYNTHOID

Bullzeye has survived battle after battle without ever losing a bionic limb. The trooper's massive firepower wins most of his battles, and a constant Grenade attack can possibly win him a perfect victory.



When cornered, unleash the Plasma Storm to leap over enemies while showering them with firepower.



If an enemy is closing in on you, lay mines with an Air Chop Gun Attack so your foe will walk into them.

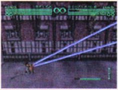
NP'S POWER PICKS

Hi Low Attack: ↺ RP+LP
Rocket Climb: ↺ +FR
Dive, Roll & Shoot: ← → +FR
Slide Away & Shoot: ← ← RP+LP
Air Chop Gun Attack: ↓ ↑ RK+LK
Left Grenade: ← LP
Right Grenade: ← RP
Shoulder Charge: ← → LP
Plasma Storm: ↓ ↑ RP+LP
AERIAL ATTACK
Aerial Skull Bomb: ← LK+LP

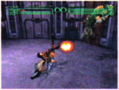
DELTA

F.R.E.A.K. CLASSIFICATION: SYNTHOID

Delta fights for the Indiana/Michigan GI-Corps, but her allegiance may actually be with the Resistance. Regardless, her home state needs her talents, in particular her speed and aerobatic skills.



The Sword Spout's lasers sweep across most of the arena, making it the ideal attack against airborne enemies.



The Planted Pounce is an easy two-hit combo. Once it knocks over your foe, follow up with a Mystic Rumble.

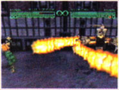
NP'S POWER PICKS

Razor Spin: ↻ LP
Rising Turbo Top: ← → RK
Sword Spout: ↺ FR
Scissor Sword: ← → LP then RP
Laser Swipe: ← → ← LP
Mystic Rumble: ↺ LK+LP
Planted Pounce: RK+LK+ ↓
Back Strike: ↓ → RK+RP
Life Stealer: ← ← LK+LP
Laser Spin: ↺ RK+LP

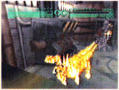
PURGE

F.R.E.A.K. CLASSIFICATION: RETRO

Born from the ashes of a heated rivalry between Utah and Texas, pyro-talented Purge is the product of both warring states' technology. Throwing flames is Purge's specialty, so most enemies can't get near him.



If an enemy is behind you, spin into the Burning Top to barbecue the Freak in a whirling firestorm.



Flame Pillars scorch large areas, but avoid using them on islands or you may not find a safe landing spot.

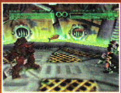
NP'S POWER PICKS

Flame Pillars: ← → LP
Phoenix Attack: ↺ RP+LP
Burning Top: ← → FR
Cutting Top: ↻ RP
Napalm Canister: ← → RP+LP
Lawn Mower: ← → RP
Hand Fan: ← ← LP
Ground ?!?: ↺ RK
Hi-Lo Burn: ↓ ↑ FR
AERIAL ATTACK
Carpet Bombing: RP+LP

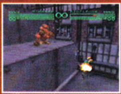
MINATEK

F.R.E.A.K. CLASSIFICATION: DOZER

Like the beasts bred for bullfighting, Minatek has been created solely for the Secret Games. However, the bull-Dozer secretly supports the Underground, and his close-combat skills may help him defect there.



If you score direct hits with three Mouth Cannon Barrages in a row, you'll defeat any regular Freak.



Seek and destroy with the Guided Salvo. Flying foes can't escape Minatek's battery of homing missiles.

NP'S POWER PICKS

Mouth Cannon Barrage: LK+RP+LP
Guided Salvo: ← ↻ LP
Rocket Salvo: RP+LP+ ↓
Triple Shot Battle Cannon: ↺ LK
Charge 'n Ram: → ↺ LP
Target 'n Fire: → ↺ RK then FR
Spinning Shockwave: ← → RK+LK
Rocket Slide Attack Right: ↓ ↓ FR
Rocket Slide Attack Left: ↓ ↑ FR
AERIAL ATTACK
Aerial Ground Shockwave: ← RP+LP

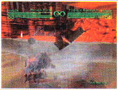
NP'S POWER PICKS

Tornado Vortex: → ←LK
Gunfighter: ↓ ↑FR
Mitt Shockwave: LK+RP+LP
Dive, Slide & Shoot: RK+LK
Double Whammy: ←RK+RP
Running Clothesline: ↺ RP
Twist Again: ←+LK+RP
Spike Grenade: ← →FR
Spinning Top: ← →LK
AERIAL ATTACK
Air Triple Grenade: ← →FR

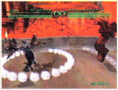
ZIPPERHEAD

F.R.E.A.K. CLASSIFICATION: RETRO

Zipperhead is a renegade Freak whose defective bio-drive allows him to think freely. After he had lost his arms in a bout with Bullzeye, Zipperhead fled to the Underground to plot his revenge.



Turn your foe into a sitting duck with a Tornado Vortex trap, then throw a single Spike Grenade at your captive.



For a two-hit combo that knocks opponents off their cybernetic feet, execute the Dive, Slide and Shoot.

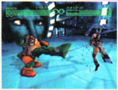
NP'S POWER PICKS

Gas Bubble: ← ←LK+LP
Swamp Attack: ↓ ↑FR
Swamp Teleport: ↓ ↑LP
Stink Attack: LK+RP+↓
J.A.W.S. : ← →RP
Energy Spread: → ←LK
Triple Shockwave: RK+LK+LP
Maul Attack: ← →RP+LP
Bouncing Ball: ↺ RK
AERIAL ATTACK
Aerial Puke Ball: RK+LK

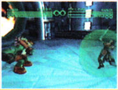
SSAPO

F.R.E.A.K. CLASSIFICATION: MUTATE RETRO

Hideously toadish in appearance, Ssapo has turned out to be the princely savior for New Mexico. With his brutish hand-to-hand skills and quick medium-range attacks, he has won independance for his state.



To knock down an opponent from a medium distance, launch Ssapo's gnawing J.A.W.S.



Enemies can still fight from within the Gas Bubble, but their shields will no longer work.

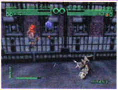
NP'S POWER PICKS

Zorro Cut: ↻ RP
Sliding Flea Trail: ← →RK+LK
Big Wheel Slide: ←+RK+LK
Hammer Glove: RK+RP+LP
Shield Throw: ← →LP
Chattering Teeth: ↓ ↑LP
Hammer Throw: ← →RP
Golf Swing: → ←LK
Dyno Balloons: → ← RK
AERIAL ATTACK
Balloon Mines: ←RP+LP

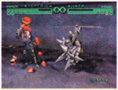
PSYCLOWN

F.R.E.A.K. CLASSIFICATION: SYNTHOID

Psyclown's mind constantly runs in overdrive–so much so that he's on the verge of insanity. His approach to fighting is just as twisted, and his outlandish moves are prime for long-distance battling.



No matter where they run, enemies won't be far from an explosion once Psyclown releases his Dyno Balloons.



To keep enemies away, extract the Chattering Teeth that will create an explosive barrier around Psyclown.

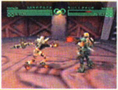
NP'S POWER PICKS

Tazer Shot: ↻ RP
Teleport: RK+LK↓
3 Javelin Toss: → ↺ RP
Spinning Bola Shot: → ←RP+LP
Floating Mines: ←+RK+RP
Blind Slug: ← →FR
Short Circuit: ← → ←LP
AERIAL ATTACK
Air Homing Mine: ←RP+LP
Aerial Electric Snare: ←RK+LK
Aerial Javelin: ← → RP

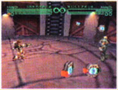
SABOTAGE

F.R.E.A.K. CLASSIFICATION: UNKNOWN

Sabotage is a soldier of fortune who's fast on the draw and quick with the kicks. Aside from Delta, she's the only other fighter who can pull off a three-hit combo with three taps of a C Button.



For a speedy projectile barrage with the potential for a three-hit combo, launch the 3 Javelin Toss.



To keep enemies at a distance, back up while repeatedly performing Sabotage's Floating Mines maneuver.

LEGEND

RP = Right Punch
LP = Left Punch
RK = Right Kick
LK = Left Kick
FR = Fire
Forward →

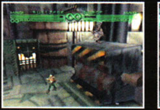
THE SECRET GAMES COMMISSION (SGC)

Freelancer Sabotage serves the SGC, the organization that seeks to make the Civil War more "civil" by putting the lives of F.R.E.A.K.S. on the line. However, she and her fellow fighters are beginning to resent being pawns in the SGC's great hope for reunification.

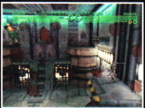
ARCADE MODE STRATEGIES

In Arcade Mode, you'll face the other seven Bio F.R.E.A.K.S. in a randomly organized tournament ladder. To climb to the next rung, you must be the first fighter to win two fights in a given three-round bout. All of the fighters have their personal fighting styles, and here we're detailing the best offensive strategies to use against them.

BULLZEYE

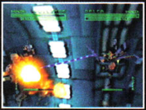


Pancake Bullzeye in his own arena traps by stationing yourself on the ledge above the steamroller. When he follows, sweep kick off the ledge and into the trap.

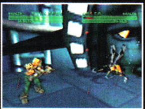


Atop the battle pits ledges, you'll be somewhat protected from enemy missiles fired from the arena floor. Your projectiles, however, should easily connect with foes below.

DELTA

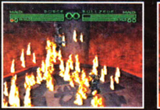


Delta is an ace flier and one of the fastest F.R.E.A.K.S. in Neo-Amerika. Stay grounded while fighting her because she'll outfly and outfight you in the sky.

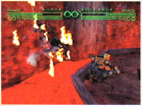


Instead of approaching Delta, let her come to you. her long-range defenses will keep you at bay, but if she nears you, you can easily throw her into the fire pit.

PURGE

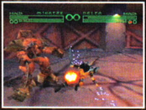


Purge's main offense is to engulf the battle pit with flames. As soon as he raises his arms to fire, activate your shields or use your rockets to hover above the heat.

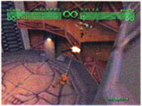


Gung-ho Purge rarely fights defensively. If you stay near the edge of the platform, Purge will overzealously teleport to attack you, and you can easily toss him into the lava.

MINATEK

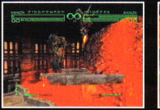


Minatek has strong arms and legs, making him a formidable foe at close range. Escape his clutches by flying then quickly enabling your shields to avoid his guided missiles.

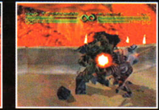


Land on one of the battle pit's high, narrow ledges. Since Minatek usually stays on the main floor, you can launch your long-distance attacks from above.

ZIPPERHEAD

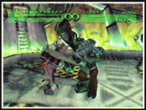


In Zipperhead's battle pit, a section of freeway overpass juts out from a wall of flowing lava. Whoever can dominate this area of road will have the fighting advantage.

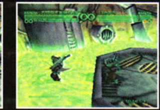


Use jump-in/jump-out tactics against Zipperhead. Immediately after attacking the Retro Synthoid, take flight. Before he can set his sights on you, land, attack, then retreat.

SSAPO

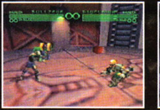


Ssapo is a pro at close combat, and he'll often follow his quick two-hit combo punches with a sweep kick. Projectile and aerial attacks will keep the toady on the defensive.

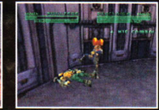


Sidestep and move often when battling Ssapo. If you come to a standstill near the edge of the platform, he'll teleport to you and knock you into the radioactive slime.

PSYCLOWN

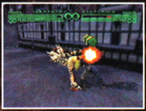


Psyclown fights frantically in close combat, packing in combo after combo. Use firepower and aerobatics to keep your distance from the circus clown's over-the-big-top attacks.

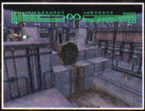


Ready your shields if Psyclown charges you. Once he's at point-blank range, retaliate with any attack that knocks your opponent to the ground, then distance yourself.

SABOTAGE



Use you firepower to blast Sabotage out of point-blank range. Since she's a pro at hand-to-hand combat, you'll want to keep her a few steps away from you.



Sabotage prefers close combat, but her arena is large enough that you can avoid it. Knock her into the sunken area to make her an easy target for your long-distance attacks.

THE SUPER F.R.E.A.K.S.

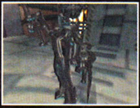
After defeating your seven competitors, your Bio Freak will face two of the Secret Games' most mysterious and powerful warriors. Both Clonus and Mutilator boast an excess of cybernetic enhancements and technological trickery, making their weaponry more destructive and armor more resistant than any fighter you've battled thus far.

CLONUS
UNKNOWN

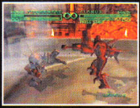
CLONUS

F.R.E.A.K. CLASSIFICATION: UNKNOWN

Clonus becomes the shadowy mirror image of whomever it's fighting. It knows your every move but it is a stronger version of your fighter. You'll face off with your spitting image once you've defeated your seven opponents in Arcade Mode.



Clonus looks like your fighter and uses your moves, but your special attacks won't cause as much damage as the doppelganger's version of them.



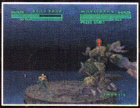
Cyclone-fast Clonus is quick with the attacks, making it tough to get a move in edgewise. Stay on the move and use combo moves and knock-down attacks.

MUTILATOR

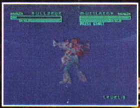
F.R.E.A.K. CLASSIFICATION: DOZER

In size and might, mammoth Mutilator overshadows all other Bio F.R.E.A.K.S. The monstrous dozer is roughly four times the size of the average fighter, and the damage she deals is just as massive. While your Synthoid will stand at Mutilator's knee level, your attacks will fare better if you focus them on her upper body.

MUTILATOR
DOZER



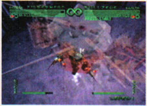
Fight from one of the islands, but relocate to another as soon as Mutilator approaches, or her seismic stomping may knock you overboard.



If Mutilator knocks you into the water, immediately fly out to escape the piranhas. An aerial attack is the most manageable offense.

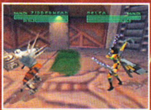
MORE WAR

Even after you've defeated Mutilator, the Civil War will wage on. Bio F.R.E.A.K.S., with its full 3-D movement, makes for very replayable tourney fighting. Moreover, the game contains hidden characters, a first-person perspective to alter your strategies and approach, and extra moves such as taunts. There's a war out there, and Bio F.R.E.A.K.S. strives to make it worth fighting.



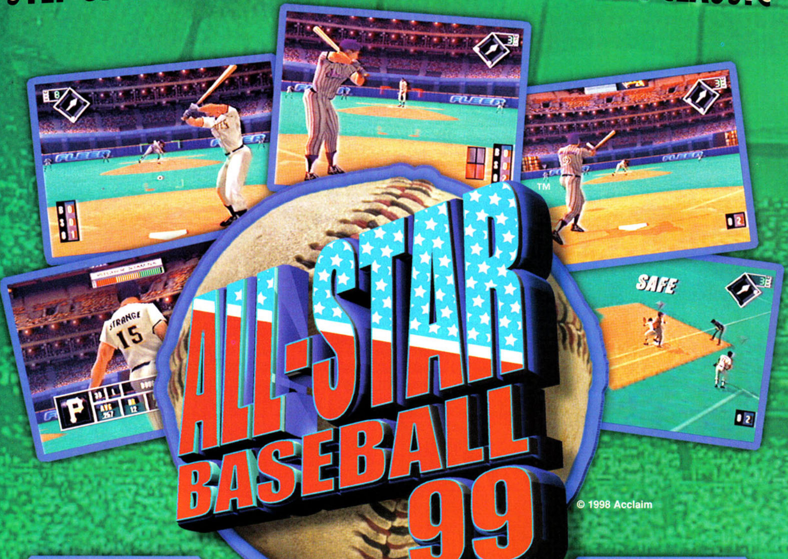
For a first-person perspective, push the Control Pad away from your opponent while pressing the Start Button.

Neo-Amerika is a country full of F.R.E.A.K.S., and at least two hidden Synthoid characters lurk inside the game.

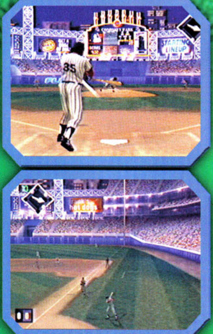


To perform your fighter's entertaining, but useless, taunt, press the left C and right C Buttons at the same time.

STEP UP TO THE PLATE IN ACCLAIM'S SUMMER CLASSIC



© 1998 Acclaim

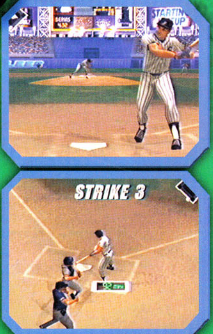


From grandstand lighting to detailed uniforms, stadiums and even grass, All-Star covers all the bases.

SO REAL YOU CAN TASTE THE PEANUTS

Featuring almost perfectly modeled stadiums, thousands of animation frames and a graphics engine that runs as smoothly as a Rolls Royce, All-Star Baseball '99 hits for the cycle in video game graphics. But that's just for show. All-Star Baseball also plays like an MVP.

The pitchers have the same pitches as their on-field counterparts. Hitters have hot and cold hitting zones. And the play options include everything from Fantasy Drafts to a Home Run Derby. So how does this All-Star stack up to Griffey? Let's play ball and find out.

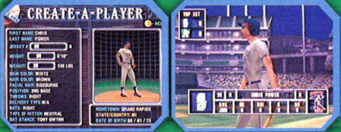


The super-realistic graphics can be hard to tell from the real thing, and you have multiple camera options.

AN ALL-STAR IS BORN

MAKING THE MAN

When trades and minor leaguers just won't fill that hole in your lineup, you need to take drastic action and create an all-star with the Create-a-Player option.

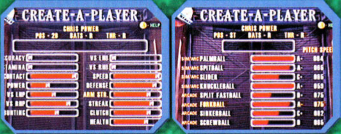

CREATE-A-PLAYER

FIRST NAME: CHRIS
LAST NAME: POWER
JERSEY #: 8
HEIGHT: 5'10"
WEIGHT: 130 LBS
SKIN COLOR: WHITE
HAIR COLOR: BROWN
FACIAL HAIR: SIDEBURNS
POSITION: 2ND BASE
THROWS: RIGHT
DELIVERY TYPE: N/A
BATS: RIGHT
TYPE OF HITTER: NEUTRAL
BAT STANCE: TONY GWYNN
HOMETOWN: GRAND RAPIDS
STATE/COUNTRY: MI
DATE OF BIRTH: 08 / 01 / 73

Shaping up your future hall-of-famer is as easy as picking his size, hair color, name and hometown. You also get to choose from 80 big league batting stances.

GIVEN TALENTS

Next, it's up to you to set the various attributes of your new hitter or pitcher. You have a limited amount of talent that you spend in different categories.

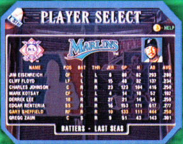

CREATE-A-PLAYER
CHRIS POWER
POS - 2B
BATS - R
THR - R
CURACY
TAMINA
CONTACT
POWER
VS LHP
VS RHP
BUNTING
VS LHB
VS RHB
SPEED
DEFENSE
ARM STR.
STREAK
CLUTCH
HEALTH
CREATE-A-PLAYER
CHRIS POWER
POS - ST
BATS - R
THR - R
PITCH SPEE
SIM/ARC PALMBALL
SIM/ARC SPITBALL
SIM/ARC SLIDER
SIM/ARC KNUCKLEBALL
ARCADE SPLIT FASTBALL
ARCADE FORKBALL
ARCADE SINKERBALL
ARCADE SCREWBALL

Pitchers and hitters have 14 basic skill categories, like power and stamina. Pitchers also have a limited amount of talent to spread between the eight types of pitches.

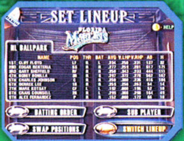
MANAGE THIS

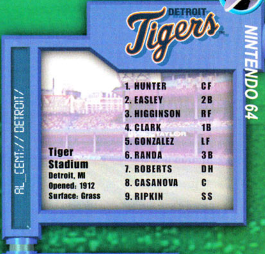
THE CLUBHOUSE SHUFFLE

The key to fielding a winning team is knowing how to get the best players–and how to make use of them. All-Star Baseball '99 may start out with actual rosters and lineups, but that doesn't mean that you have to be satisfied with them. In fact, by the time you read this article, many players will have moved on. Before you trade for a player or pick up a free agent, use the Scouting option to see if he fills all your needs. There are no salary cap restrictions, so build a contender with shrewd trades.


PLAYER SELECT
HELP
MARLINS
NAME
POS
BAT
THR
JER
GP
H
AB
AVG
JIM EISENREICH
CLIFF FLOYD
CHARLES JOHNSON
MARK KOTSAY
DERREK LEE
EDGAR RENTERIA
GARY SHEFFIELD
GREGG ZAUN
BATTERS - LAST SEAS

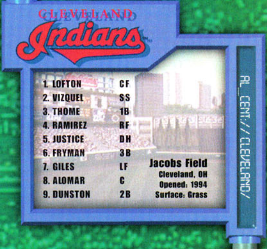
The default lineups in All-Star are close to the real '98 lineups, but you'll find some differences. Also, if you don't care about simulating reality, you can often improve upon it by making your own lineups.


SET LINEUP
FLORIDA MARLINS
NL BALLPARK
BATTING ORDER
SUB PLAYER
SWAP POSITIONS
SWITCH LINEUP


DETROIT Tigers
AL_CENT://DETROIT/

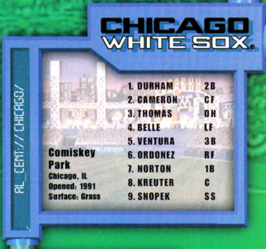
1. HUNTER	CF
2. EASLEY	2B
3. HIGGINSON	RF
4. CLARK	1B
5. GONZALEZ	LF
6. RANDA	3B
7. ROBERTS	DH
8. CASANOVA	C
9. RIPKIN	SS

Tiger Stadium
Detroit, MI
Opened: 1912
Surface: Grass


CLEVELAND Indians
AL_CENT://CLEVELAND/

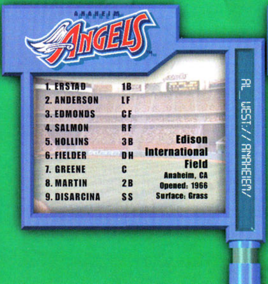
1. LOFTON	CF
2. VIZQUEL	SS
3. THOME	1B
4. RAMIREZ	RF
5. JUSTICE	DH
6. FRYMAN	3B
7. GILES	LF
8. ALOMAR	C
9. DUNSTON	2B

Jacobs Field
Cleveland, OH
Opened: 1994
Surface: Grass


CHICAGO WHITE SOX
AL_CENT://CHICAGO/

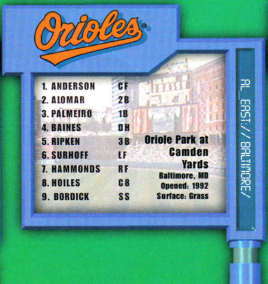
1. DURHAM	2B
2. CAMERON	CF
3. THOMAS	DH
4. BELLE	LF
5. VENTURA	3B
6. ORDONEZ	RF
7. NORTON	1B
8. KREUTER	C
9. SNOPEK	SS

Comiskey Park
Chicago, IL
Opened: 1991
Surface: Grass


ANAHEIM ANGELS
AL_WEST://ANAHEIM/

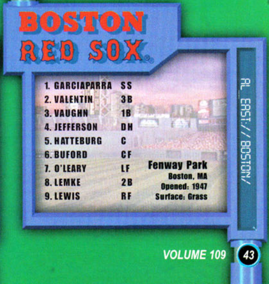
1. ERSTAD	1B
2. ANDERSON	LF
3. EDMONDS	CF
4. SALMON	RF
5. HOLLINS	3B
6. FIELDER	DH
7. GREENE	C
8. MARTIN	2B
9. DISARCINA	SS

Edison International Field
Anaheim, CA
Opened: 1966
Surface: Grass


Orioles
AL_EAST://BALTIMORE/

1. ANDERSON	CF
2. ALOMAR	2B
3. PALMEIRO	1B
4. BAINES	DH
5. RIPKEN	3B
6. SURHOFF	LF
7. HAMMONDS	RF
8. HOILES	C8
9. BORDICK	SS

Oriole Park at Camden Yards
Baltimore, MD
Opened: 1992
Surface: Grass


BOSTON RED SOX
AL_EAST://BOSTON/

1. GARCIAPARRA	SS
2. VALENTIN	3B
3. VAUGHN	1B
4. JEFFERSON	DH
5. HATTEBURG	C
6. BUFORD	CF
7. O'LEARY	LF
8. LEMKE	2B
9. LEWIS	RF

Fenway Park
Boston, MA
Opened: 1947
Surface: Grass

Royals

AL_CENT.//KANSAS_CITY/

1.	DAMON	CF
2.	OFFERMAN	2B
3.	MACK	LF
4.	KING	1B
5.	PALMER	3B
6.	MORRIS	DH
7.	SUTTON	RF
8.	SWEENEY	C
9.	MARTINEZ	SS

Kauffman Stadium
Kansas City, MO
Opened: 1973
Surface: Grass

Twins

AL_CENT.//MINNESOTA/

1.	NIXON	CF
2.	LAWTON	RF
3.	MOLITOR	DH
4.	COOMER	3B
5.	CORDOVA	LF
6.	STEINBACH	C
7.	ORTIZ	1B
8.	WALKER	2B
9.	MEARES	SS

Hubert H. Humphrey Metrodome
Minneapolis, MN
Opened: 1982
Surface: Astroturf

New York Yankees

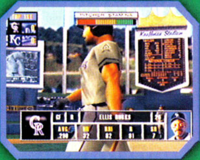
AL_EAST.//NEW_YORK/

1.	KNOBLAUCH	2B
2.	JETER	SS
3.	O'NEILL	RF
4.	WILLIAMS	CF
5.	MARTINEZ	1B
6.	DAVIS	DH
7.	RAINES	LF
8.	BROSIUS	3B
9.	GIRARDI	C

Yankee Stadium
New York, NY
Opened: 1923
Surface: Bluegrass

EXHIBITION

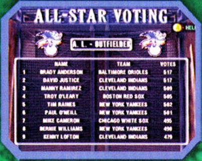
The Exhibition mode may not have a pennant at stake, but it's still a big league experience. One, two, three or four players can join in, using the default lineups or lineups that have been altered and saved in a Controller Pak. With four players participating, two of them should be prepared to be bored most of the time.



The exhibition mode lets you choose the teams and the stadium, as well. You can stage impossible matchups like the Yankees vs. the Dodgers at Wrigley Field.

SEASON

Baseball is a game of endurance in many respects, and if you choose to play a full 162-game season, you'll know why. You can stage shorter campaigns of 13-AL/15-NL, 26-AL/30-NL, 87, 162 or the official '98 season with accurate series dates. You can also include spring training. Just as in a real major league season, top stars get to play in the All-Star game.



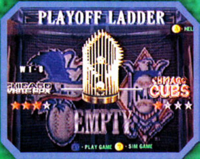
ALL-STAR VOTING

A. L. - OUTFIELDER

	NAME	TEAM	VOTES
1	BRADY ANDERSON	BALTIMORE ORIOLES	517
2	DAVID JUSTICE	CLEVELAND INDIANS	517
3	MANNY RAMIREZ	CLEVELAND INDIANS	509
4	TROY O'LEARY	BOSTON RED SOX	505
5	TIM RAINES	NEW YORK YANKEES	502
6	PAUL O'NEILL	NEW YORK YANKEES	501
7	MIKE CAMERON	CHICAGO WHITE SOX	495
8	BERNIE WILLIAMS	NEW YORK YANKEES	490
9	KENNY LOFTON	CLEVELAND INDIANS	479

PLAYOFFS

If you don't want to mess around with a long, tedious pennant race on your way to the World Series, you can skip the entire season and head straight to the New Playoffs mode. Here, you can begin at the Division Series level, the Championship Series or bypass it all and just play the World Series. Your series can be saved on a Controller Pak, and up to four players can join in the historical event. You can pick the two champions or let the CPU do it for you.



If you win the Division and Championship series, you'll end up battling for the World Series.

OAKLAND ATHLETICS

AL_WEST.//OAKLAND/

1.	HENDERSON	LF
2.	MCDONALD	CF
3.	GRIEVE	RF
4.	GIAMBI	1B
5.	STAIRS	DH
6.	BLOWERS	3B
7.	SPIEZIO	2B
8.	ABBOTT	SS
9.	WILLIAMS	C

Oakland-Alameda County Coliseum
Oakland, CA
Opened: 1968
Surface: Bluegrass

MARINERS

AL_WEST.//SEATTLE/

1.	CORA	2B
2.	RODRIGUEZ	SS
3.	GRIFFEY JR.	CF
4.	MARTINEZ	DH
5.	SEGUI	1B
6.	BUHNER	RF
7.	DAVIS	3B
8.	HILL	LF
9.	WILSON	C

The Kingdome
Seattle, WA
Opened: 1976
Surface: Astroturf with dirt

Tampa Bay Devil Rays

AL_CENT.//TAMPA_BAY/

1.	MCCRACKEN	CF
2.	BOGGS	3B
3.	MARTINEZ	RF
4.	MCGRIFF	1B
5.	SORRENTO	DH
6.	KELLY	LF
7.	CAIRO	2B
8.	DIFELICE	C
9.	STOCKER	SS

Tropicana Field
St. Petersburg, FL
Opened: 1998
Surface: Astroturf with dirt

QUICK PLAY

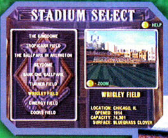
This option is great for a change of pace or as a challenge mode for two players. The CPU picks two teams at random. That means that you have to play with what's given you. If you end up with the Expos or Devil Rays, for instance, you may have your work cut out for you if you're facing the Braves or Orioles. You'll also have the handicap of not knowing your pitcher's strengths.

HR DERBY

When four of the top sluggers from the AL meet the best hitters from the NL, records and jaws are sure to drop. From one to four players can join in the long ball fest. Our advice is to choose Griffey, McGwire, or Larry Walker. It also helps to hit at Coors Field.

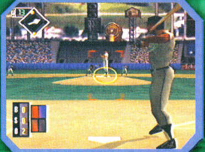
STADIUM FLY BY

When choosing a stadium, you also have the option to watch a flyby sequence in which an automatic camera moves through the stadium, giving you a dramatic view. Although this won't help you score extra runs, it is cool to see how accurate Iguana made the stadium models. It's also a great way to scope out the hitting lanes.


STADIUM SELECT
HELP
THE KINGDOME
TROPICANA FIELD
THE BALLPARK IN ARLINGTON
SKYDOME
BANK ONE BALLPARK
TURNER FIELD
WRIGLEY FIELD
CINERGY FIELD
COORS FIELD
ZOOM
WRIGLEY FIELD

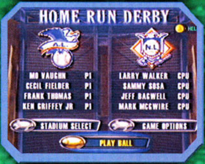
LOCATION: CHICAGO, IL
OPENED: 1914
CAPACITY: 74,301
SURFACE: BLUEGRASS CLOVER

You can check out any stadium from an animated, floating camera. This is just flash, but it's pretty cool.



Since you may not know what a pitcher can do, test his accuracy in the first few innings.

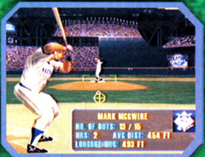
HOME RUN
497



HOME RUN DERBY

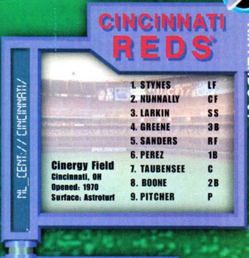
MO VAUGHN	P1	LARRY WALKER	CPU
CECIL FIELDER	P1	SAMMY SOSA	CPU
FRANK THOMAS	P1	JEFF BAGWELL	CPU
KEN GRIFFEY JR	P1	MARK MCGWIRE	CPU

STADIUM SELECT
GAME OPTIONS
PLAY BALL



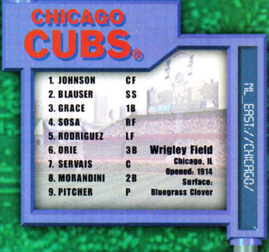
MARK MCGWIRE
NO. OF OUTS: 13 / 15
HRS: 2 AVG DIST: 454 FT
LONGEST HRS: 493 FT

You can set conditions such as whether the game takes place at night or day and whether or not the wind is blowing.


CINCINNATI REDS
NL_CENT://CINCINNATI/

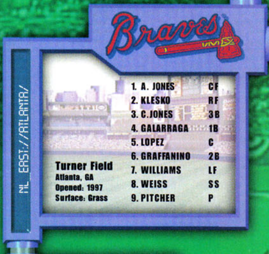
1. STYNES	LF
2. NUNNALLY	CF
3. LARKIN	SS
4. GREENE	3B
5. SANDERS	RF
6. PEREZ	1B
7. TAUBENSEE	C
8. BOONE	2B
9. PITCHER	P

Cinergy Field
Cincinnati, OH
Opened: 1970
Surface: Astroturf


CHICAGO CUBS
NL_EAST://CHICAGO/

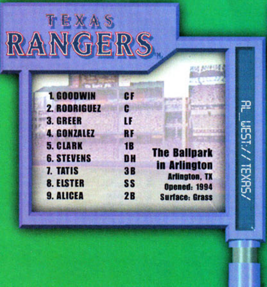
1. JOHNSON	CF
2. BLAUSER	SS
3. GRACE	1B
4. SOSA	RF
5. RODRIGUEZ	LF
6. ORIE	3B
7. SERVAIS	C
8. MORANDINI	2B
9. PITCHER	P

Wrigley Field
Chicago, IL
Opened: 1914
Surface: Bluegrass Clover


Braves
NL_EAST://ATLANTA/

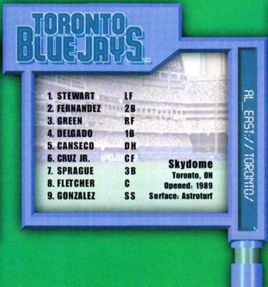
1. A. JONES	CF
2. KLESKO	RF
3. C.JONES	3B
4. GALARRAGA	1B
5. LOPEZ	C
6. GRAFFANINO	2B
7. WILLIAMS	LF
8. WEISS	SS
9. PITCHER	P

Turner Field
Atlanta, GA
Opened: 1997
Surface: Grass


TEXAS RANGERS
AL_WEST://TEXAS/

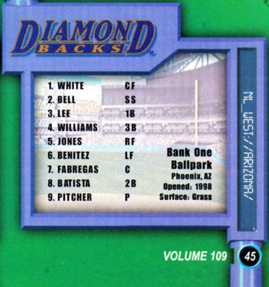
1. GOODWIN	CF
2. RODRIGUEZ	C
3. GREER	LF
4. GONZALEZ	RF
5. CLARK	1B
6. STEVENS	DH
7. TATIS	3B
8. ELSTER	SS
9. ALICEA	2B

The Ballpark in Arlington
Arlington, TX
Opened: 1994
Surface: Grass


TORONTO BLUEJAYS
AL_EAST://TORONTO/

1. STEWART	LF
2. FERNANDEZ	2B
3. GREEN	RF
4. DELGADO	1B
5. CANSECO	DH
6. CRUZ JR.	CF
7. SPRAGUE	3B
8. FLETCHER	C
9. GONZALEZ	SS

Skydome
Toronto, ON
Opened: 1989
Surface: Astroturf


DIAMOND BACKS
NL_WEST://ARIZONA/

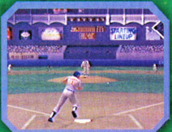
1. WHITE	CF
2. BELL	SS
3. LEE	1B
4. WILLIAMS	3B
5. JONES	RF
6. BENITEZ	LF
7. FABREGAS	C
8. BATISTA	2B
9. PITCHER	P

Bank One Ballpark
Phoenix, AZ
Opened: 1998
Surface: Grass

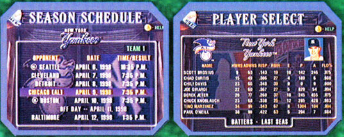
THE BASES ARE LOADED

SIM VS ARCADE

The great debate between sim and arcade isn't a debate at all in All-Star Baseball, because Acclaim has included both options. The sim game uses AI that mimics a real game, while the arcade mode is faster.



The arcade AI allows CPU players to get more hits on fewer pitches. The upshot is that games move quickly and have high scores.



OPPONENT	DATE	TIME/RESULT
@ SEATTLE	APRIL 6, 1998	10:35 P.M.
CLEVELAND	APRIL 7, 1998	7:35 P.M.
DETROIT	APRIL 8, 1998	7:35 P.M.
CHICAGO (AL)	APRIL 9, 1998	7:35 P.M.
@ BOSTON	APRIL 10, 1998	7:35 P.M.
OFF DAY -- APRIL 11, 1998		
BALTIMORE	APRIL 12, 1998	1:35 P.M.

NAME	HMRS	ADWRS	RISP	RBIR	E	P	A	FLD%
SCOTT BROSIUS	9	63	.143	19	18	142	246	.875
CHAD CURTIS	15	49	.306	27	4	189	6	.980
CHILI DAVIS	23	66	.348	39	0	0	0	.000
JOE GIRARDI	22	60	.367	27	5	829	54	.994
DEREK JETER	20	77	.260	37	18	245	455	.975
CHUCK KNOBLAUCH	23	68	.338	25	12	285	428	.983
TINO MARTINEZ	36	99	.343	67	8	1304	104	.994
PAUL O'NEILL	38	90	.422	63	5	294	7	.984

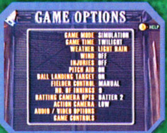
The stats are great for virtual managers who want to upgrade their teams. Real 1998 schedules add even more of a sense of reality to the season mode.

STATS & SCHEDULES

The stats section of All-Star is a real winner. Every player has stats from the '97 season as well as lifetime stats. The game also saves stats for current seasons.

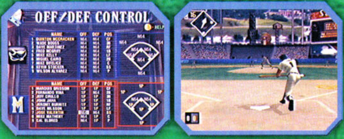
TIME & CONDITIONS

The time of day or night isn't going to change much in All-Star except the graphics, but the current weather conditions can impact the game, particularly if it is windy.



GAME MODE SIMULATION
GAME TIME TWILIGHT
WEATHER LIGHT RAIN
WIND OFF
INJURIES OFF
PITCH AID ON
BALL LANDING TARGET ON
FIELDER CONTROL MANUAL
NO. OF INNINGS 9
BATTING CAMERA OPTS BATTER 2
ACTION CAMERA LOW
AUDIO / VIDEO OPTIONS
GAME CONTROLS

The lighting and shadows on the field change for day, twilight and night games. The contrast is better at night, making hitting a bit easier.



	NAME	OFF	DEF	POS
1	QUINTON MCCRACKEN	N64	N64	CF
2	WADE BOGGS	N64	N64	3B
3	DAVE MARTINEZ	N64	N64	RF
4	FRED MCGRIFF	N64	N64	1B
5	MIKE KELLY	N64	N64	LF
6	MIGUEL CAIRO	N64	N64	2B
7	MIKE DIFELICE	N64	N64	C
8	KEVIN STOCKER	N64	N64	SS
9	WILSON ALVAREZ	N64	N64	P

	NAME	OFF	DEF	POS
1	MARQUIS GRISSOM	1P	1P	CF
2	FERNANDO VINA	1P	N64	2B
3	JEFF CIRILLO	1P	1P	3B
4	JOHN JAHA	1P	1P	1B
5	JEROMY BURNITZ	1P	1P	RF
6	DAVE NILSSON	1P	1P	LF
7	JOSE VALENTIN	[illegible]	N64	SS
8	MIKE MATHENY	N64	1P	C
9	CAL ELDRED	N64	1P	P

Each player can be operated by the CPU or you on either offense or defense. The Pitcher's Aid option helps you read the upcoming pitch. One of the six batting views will be just right for you.

FIELDING & HITTING

All-Star Baseball gives players all the tools they need to be in total control. On defense, you can shift players as needed. Behind the plate, players have multiple camera angles.

COLORADO ROCKIES™

NL_WEST://DENVER/

1. LANSING	2B
2. BURKS	CF
3. WALKER	RF
4. BICHETTE	LF
5. CASTILLA	3B
6. COLBRUN	1B
7. MANWARING	C
8. PEREZ	SS
9. PITCHER	P

Coors Field
Denver, CO
Opened: 1995
Surface: Grass

MARLINS™

NL_EAST://FLORIDA/

1. FLOYD	LF
2. RENTERIA	SS
3. SHEFFIELD	RF
4. BONILLA	3B
5. JOHNSON	C
6. D. LEE	1B
7. KOTSAY	CF
8. COUNSELL	2B
9. PITCHER	P

Pro-Player Stadium
Miami, FL
Opened: 1987
Surface: Grass

HOUSTON ASTROS™

NL_CENT://HOUSTON/

1. BIGGIO	2B
2. BELL	RF
3. BAGWELL	1B
4. ALOU	LF
5. BERRY	3B
6. EVERETT	CF
7. AUSMUS	C
8. BOGAR	SS
9. PITCHER	P

The Astrodome
Houston, TX
Opened: 1965
Surface: Astroturf

LOS ANGELES Dodgers®

NL_WEST://LOS_ANGELES/

1. YOUNG	2B
2. VIZCAINO	SS
3. PIAZZA	C
4. KONERKO	1B
5. MONDESI	RF
6. ZEILE	3B
7. GUERRERO	LF
8. CEDENO	CF
9. PITCHER	P

Dodger Stadium
Los Angeles, CA
Opened: 1962
Surface: Grass

MILWAUKEE BREWERS™

NL_CENT://MILWAUKEE/

1. GRISSOM	CF
2. VINA	2B
3. CIRILLO	3B
4. JAHA	1B
5. BURNITZ	RF
6. NEWFIELD	LF
7. VALENTIN	SS
8. MATHENY	C
9. PITCHER	P

Milwaukee County Stadium
Milwaukee, WI
Opened: 1953
Surface: Bluegrass

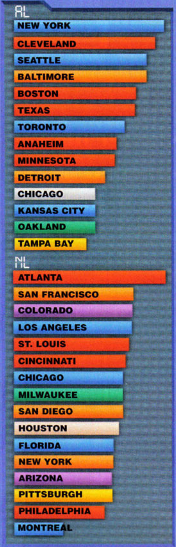
NL_EAST://MONTREAL/

1. GRUDZIELANEK	SS
2. MAY	LF
3. GUERRERO	RF
4. FULLMER	1B
5. WHITE	CF
6. ANDREWS	3B
7. SANTANGELO	2B
8. WIDGER	C
9. PITCHER	P

Olympic Stadium
Montréal, QC
Opened: 1977
Surface: Astroturf

POWER RANKINGS

Our NP Power rankings are the definitive analysis of overall ML team strength in this game.



ROSTER MOVES

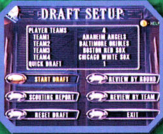
During season play, the best way to upgrade any team is through improvements to your roster. A pitching staff with several aces will go a long way toward winning that pennant. Also, replace so-so hitters with players who had career years in '97. Player attributes are based on last year's stats.

LARRY WALKER

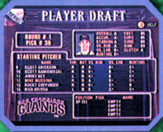
Pick up hitters with high batting averages from '97.

THE DRAFT

For a total challenge, build a contender using the fantasy draft. The CPU makes some unusual choices, so a player who should go in the first round may last two or three rounds. Look at every position for those missed picks and you'll find some gems. Concentrate on power first, then switch to pitching.


DRAFT SETUP
HELP
START DRAFT
REVIEW BY ROUND
SCOUTING REPORT
REVIEW BY TEAM
RESET DRAFT
EXIT

PLAYER TEAMS 4
TEAM1 ANAHEIM ANGELS
TEAM2 BALTIMORE ORIOLES
TEAM3 BOSTON RED SOX
TEAM4 CHICAGO WHITE SOX
QUICK DRAFT 1


PLAYER DRAFT
HELP
GIANTS

ROUND # 1
PICK # 30

OVERALL A
ACCUR. A-
STAMINA A
VS. RHB A
VS. LHB B+
BUNTING D+
FAST 86
CURV 86
CHNG 80
SINK 69
CLUTCH A

STARTING PITCHER

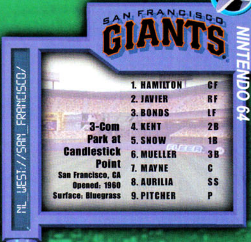
	NAME	THR	BAT	VS. RHB	VS. LHB	BUNTING
9	SCOTT ERICKSON	R	R	A-	B+	C+
10	SCOTT KAMIENIECKI	R	R	B+	B	C+
11	JIMMY KEY	L	R	A+	B	C+
12	MIKE MUSSINA	R	R	A	B+	D+
13	ROCKY COPPINGER	R	R	B+	C+	B
14	RICK KRIVDA	L	R	B	C+	C+

POSITION	PICK	NAME
SP (5)		EMPTY
		EMPTY
		EMPTY
		EMPTY

Attribute ratings can help you decide on a draft choice.

THE CHOICE

So how does All-Star Baseball '99 stack up against MLB Featuring Ken Griffey Jr.? Too close to call–they're both winners. All-Star may be a bit more realistic, while Griffey may be a little easier to play. We recommend renting each game, then buying the one you can't live without.


SAN FRANCISCO GIANTS
NL_WEST://SAN_FRANCISCO/

1. HAMILTON	CF
2. JAVIER	RF
3. BONDS	LF
4. KENT	2B
5. SNOW	1B
6. MUELLER	3B
7. MAYNE	C
8. AURILIA	SS
9. PITCHER	P

3-Com Park at Candlestick Point
San Francisco, CA
Opened: 1960
Surface: Bluegrass

SAN DIEGO PADRES BASEBALL CLUB
NL_WEST://SAN_DIEGO/

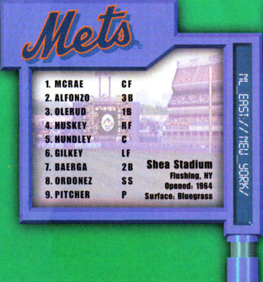
1. VERAS	2B
2. FINLEY	CF
3. GWYNN	RF
4. CAMINITI	3B
5. JOYNER	1B
6. VAUGHN	LF
7. HERNANDEZ	C
8. GOMEZ	SS
9. PITCHER	P

Qualcomm Stadium at Jack Murphy Field
San Diego, CA
Opened: 1967
Surface: Santa Ana Bermuda

St. Louis Cardinals
NL_CENT://ST._LOUIS/

1. DESHIELDS	2B
2. CLAYTON	SS
3. LANKFORD	CF
4. MCGWIRE	1B
5. JORDAN	RF
6. GANT	LF
7. GAETTI	3B
8. PAGNOZZI	C
9. PITCHER	P

Busch Stadium
St. Louis, MO
Opened: 1966
Surface: Grass


Mets
NL_EAST://NEW_YORK/

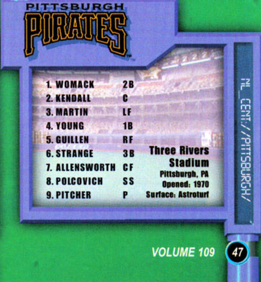
1. MCRAE	CF
2. ALFONZO	3B
3. OLERUD	1B
4. HUSKEY	RF
5. HUNDLEY	C
6. GILKEY	LF
7. BAERGA	2B
8. ORDONEZ	SS
9. PITCHER	P

Shea Stadium
Flushing, NY
Opened: 1964
Surface: Bluegrass

Phillies
NL_EAST://PHILADELPHIA/

1. GLANVILLE	CF
2. JEFFERIES	LF
3. ABREU	RF
4. ROLEN	3B
5. BROGNA	1B
6. LIEBERTHAL	C
7. LEWIS	2B
8. RELAFORD	SS
9. PITCHER	P

Veterans Stadium
Philadelphia, PA
Opened: 1971
Surface: Astroturf


PITTSBURGH PIRATES
NL_CENT://PITTSBURGH/

1. WOMACK	2B
2. KENDALL	C
3. MARTIN	LF
4. YOUNG	1B
5. GUILLEN	RF
6. STRANGE	3B
7. ALLENSWORTH	CF
8. POLCOVICH	SS
9. PITCHER	P

Three Rivers Stadium
Pittsburgh, PA
Opened: 1970
Surface: Astroturf

FORSAKEN 64™

The brutal scavenger hunt continues this month as we poke around the meanest dead-end alleys in the entire Forsaken 64 galaxy. You'll also see the newly released facts and strategies for the game's Battle Mode–twenty-four grueling missions of deadly arena combat.

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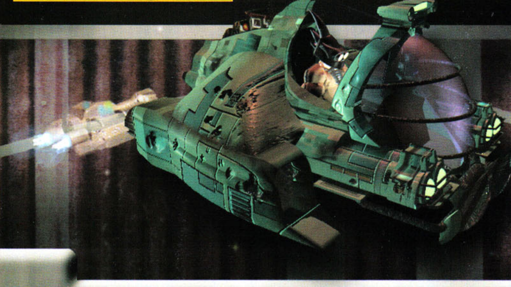
WARNING: CARNAGE AHEAD

The lonely road of the Forsaken is strewn with the wreckage of wishers and wannabes. Any hardened warrior knows that the key to living to see another day isn't fuel and firepower–it's a high-octane mixture of courage and common sense. So hop on your pioncycle and ride where only the best have soared. Discover the perils awaiting Battle Mode contestants and the secrets to staying alive in the toughest spots in Forsaken's Single-Player missions.

PULSAR
MUG
SAFETY COMP

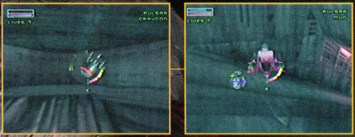
KILLS 2
PULSAR
MUG



BATTLE MODE REVEALED

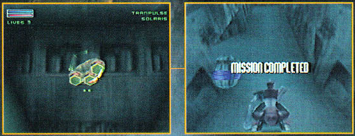
Forsaken's Battle Mode plays like Multiplayer, except your rivals will be controlled by the computer and you'll see a full screen view–none of that split-screen stuff. It's the perfect thing for sharpening your aim and mastering your ambush techniques before your friends drop in. This mode has three difficulty levels: bronze, silver and gold. The bounty hunters waiting to challenge you become more difficult as you complete the eight missions for each medal.

LA NAVE



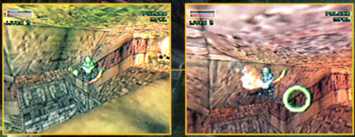
Once one of the largest and proudest vessels in the earth's space flotilla, La Nave is now a burned-out hulk, floating in the shadows of deep space. There's only one way off the ship's bridge—don't let your rivals trap you there or you'll end up going down with the ship.

BIO-DOME



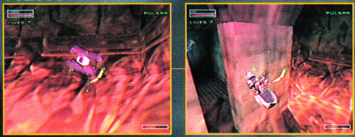
The Bio-Dome is a complicated mix of narrow corridors and open arenas. Your rivals will often seek refuge in the shadows, not engaging you until they have fully powered-up weapons. The easiest way to win here is to locate and destroy your opponents immediately.

IL TEMPIO ANTICO



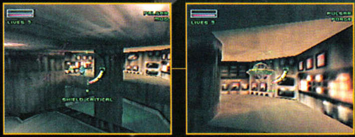
Il Tempio Antico is a bewildering, ancient maze deep beneath the scorched sands of the former Middle East. These ruins are ideal for plotting ambushes in Multiplayer, but Battle Mode's savvy, CPU-controlled bounty hunters know all the dirty tricks and best places to hide.

ALFA



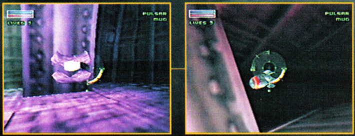
Popcacatapetl's battle arena is a galactic hot spot—a combat complex created solely for entertaining the planet's population. Make sure your show gets the top viewer ratings by steering clear of the lava pools while keeping the rest of the competition centered in your sights.

ÌAIRE



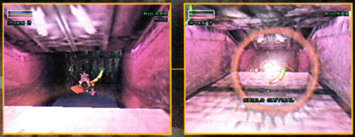
Radiation poisoning is the least of your worries inside Ìaire's abandoned nuclear power plant. Your enemies will hide behind cloaking devices called stealth mantles. Your best chances for spotting them is to wait in illuminated areas where you can see them coming.

THE SEWERS OF PARIS



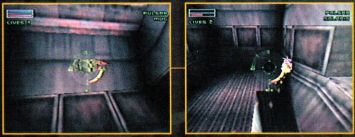
There are no wide-open spaces inside the Parisian Sewer system. You're forced to engage the enemy in close quarters. Keep an eye on the exits at all times in case a trigger-happy, suicidal maniac tries to clean everyone's pipes with a titanic blast from a Titan Missile.

METROPOLITANA



Metropolitana is a deserted subway network beneath the melted metal slag and broken concrete of the city formerly known as New York. Homing missiles are the best weapons to launch down and around its curving corridors. Find some before you find yourself derailed.

PANDORA



The strongest and the best bikers ride into Pandora, the final battle arena in all three medal rounds. The enemy will use hit-and-run tactics, taking turns at wearing you down. Concentrate on taking out one rider at a time, even if you have to chase them through a firefight.

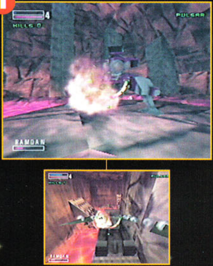
FAILURE IS NOT AN OPTION

Here you'll find tips for getting through the toughest spots in Single-Player. While all of these areas are difficult, we've ranked them with Shield icons. One Shield shouldn't be impossible, but four Shields is almost always fatal.

RAMOAN

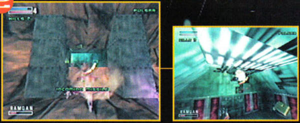
Ramoan is heavily armed with power-up lasers and Scatter Missiles. It's possible to defeat him, but you'll spend most of your time recovering weapons each time you're hammered by a Scatter Missile. The best strategy is to locate and activate the beacon that will get you out of this nasty mess and on to easier stages.

1 TOUGHER THAN TITANS



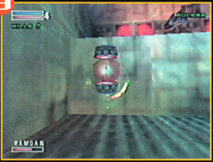
Most enemies can't handle a single Titan, but Ramoan's shields can deflect three. Your survival depends on finding and activating the rescue beacon.

2 ACTIVATE THE BEACON



You'll find a pulsating blue room down inside the lava tubes. Knock out the overhead guns before you search for the beacon. The beacon will automatically activate when you pick it up.

3 WAIT IT OUT

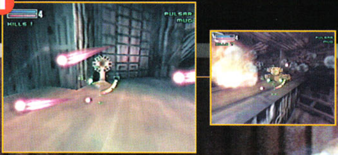


Once you activate the beacon, you'll be sixty seconds away from victory. Stay out of sight so Ramoan can't finish you off.

BATTLEBASE

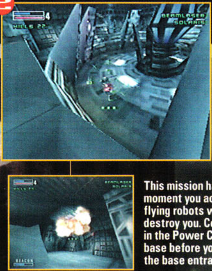
The Battlebase mission is a recon to locate the Power Crystal, the power source of the Babalas complex. The base's automated guns and tanks are easy to take out, but the flying mechanoids will hone in on your beacon the moment you activate it.

1 UNLOCK THE POWER CHAMBER DOOR



The door leading to the Power Crystal will open after you destroy the tanks and guns. Alternate between shooting and ducking until the enemy forces are completely eliminated.

2 ACTIVATE THE BEACON

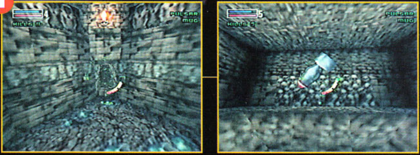


This mission has been easy until now. The moment you activate the beacon, a swarm of flying robots will track you down and try to destroy you. Collect all of the power-up items in the Power Chamber and the rest of the base before you touch the beacon. Retreat to the base entrance to wait for pickup.

KNOWLEDGE BASE

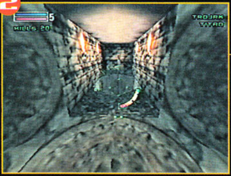
The difference between success and failure is measured in seconds in this mission. Your objective is to locate and destroy the defensive shield protecting Babalas. You'll need to find a bomb, activate it next to the defense shield monitor, and get back to the beam-in point before the explosion sets off a chain reaction.

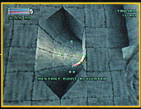
1 BOMB HUNT


KILLS 11
PULSAR MUG
KILLS 9
PULSAR MUG

You'll find the bomb close to where you start your mission. After you destroy the two tanks, fly across the hole in the floor and take a left at the end of the hallway. If you've already destroyed the flying mechanoids at the start, you'll find an unguarded room filled with power-ups and the bomb you'll need to complete your task.

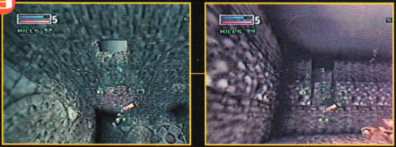
2 RESTART FROM POINT ACTIVATED


KILLS 20
TROJAX TITAN


RESTART POINT ACTIVATED

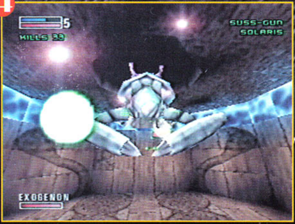
If you drop down the hole, you'll see a message that the Restart Point is reactivated. You're on the right path—the door to Exogenon's lair is at the bottom.

3 THE HIDDEN DOOR SWITCH


KILLS 32
KILLS 34

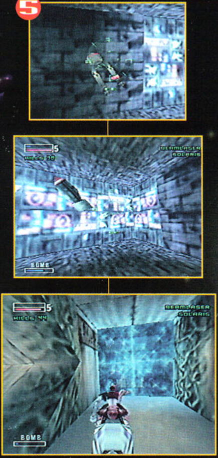
Remember the Titan Missile you saw at the starting point? You can reach it by activating the switch hidden in the alcove inside the room with six square holes in the floor. Now you can obliterate Titan with one squeeze from your trigger.

4 EXOGENON


KILLS 33
SUSS-GUN SOLARIS
EXOGENON

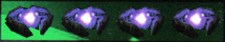
Even if you don't have the Titan, you can easily defeat Exogenon by shooting at him while standing outside the open door to his lair. His Suss-guns don't have the range to hit you.

5 THE GETAWAY


KILLS 38
BEAMLASER SOLARIS
BOMB
KILLS 44
BEAMLASER SOLARIS
BOMB

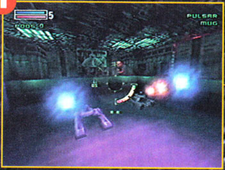
The room next to Exogenon's lair is filled with computers. If you fly next to these oversized mainframes, the bomb will automatically deploy. Retreat up the tunnel to the starting point before the place explodes.

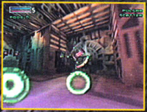
STABILIZERS



The ancient Tolchock Reactor is approaching meltdown, and the only way to stop it is to place five stabilizer crystals in the atomic core. You'll need to carry each stabilizer crystal one at a time to the core room. The automatic doors won't open until you've defeated most of the guards in the complex.

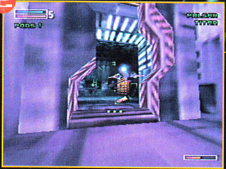
1 CRYSTAL ONE

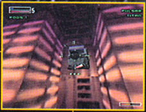

5
PODS 0
PULSAR
MUG

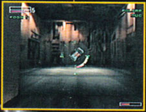

5
PULSAR
SCATTER

The door to the first crystal near the top of the reactor will open the minute you clear out the guards in the center of the base. Start checking doors at the top of the complex when you see a message about a door unlocking.

2 CRYSTAL TWO

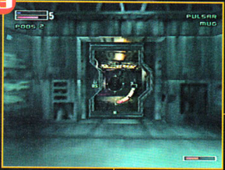

5
PODS 1
PULSAR
TITAN

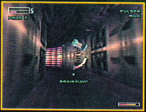

5
PULSAR
TITAN

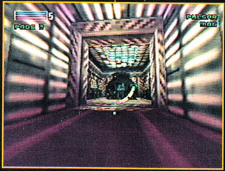

5
PULSAR
MUG

The portal leading to the second crystal opens when you drop the first crystal into the reactor. Look for a switch that releases the crystal inside the radioactive chamber.

3 CRYSTAL THREE

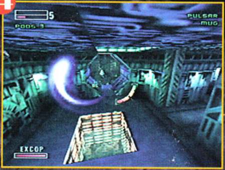

5
PODS 2
PULSAR
MUG


5
PODS 2
PULSAR
MUG
RADIATION!


5
PODS 2
PULSAR
MUG

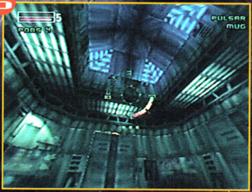
After dropping off the second, crystal, you'll find an unlocked door at the top of the reactor complex. The third crystal is in the middle of a winding, radioactive hallway. Use your turbo-boost to save wear and tear on your shields and armor, but slam on the breaks when you see the crystal.

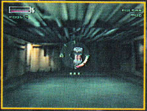
4 CRYSTAL FOUR


5
PODS 3
PULSAR
MUG
EXCOP

You'll find the fourth crystal behind a large hexagonal door one floor above the reactor level. Take out the bounty hunter roaming the hallway to claim your prize.

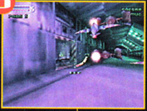
5 CRYSTAL FIVE

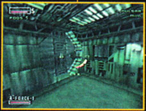

5
PODS 4
PULSAR
MUG

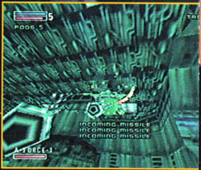

5
PULSAR
MUG

The fifth crystal is behind a tiny door in the roof of the complex. you won't encounter any enemies as you ride to the crystal, but there will be plenty of mechanized monsters waiting to ambush you as you make the final trip back down to the reactor.

6 BIG TROUBLE IN HEAVY WAT

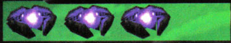

5
PULSAR
MUG


5
PODS 5
PULSAR
MUG
A-FORCE-1


5
PODS 5
INCOMING MISSILE
INCOMING MISSILE
INCOMING MISSILE
A-FORCE-1

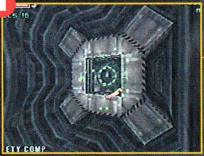
If you're looking for a challenge, don't deliver the fifth crystal to th reactor. Fight your way through to the second floor above the react and look around for the final door. Inside you'll find a water-filled m and a massive robot. If you've saved your Titan, this is the place to

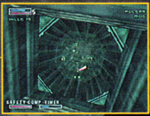
POWER DOWN



Your mission here is to pass through four timed gates to reach the enemy's central communications center. Each time you open a gate, more enemies will start looking for you. the trick is to open the gate, eliminate the new enemies, then open the timed gate a second time to advance through the complex.

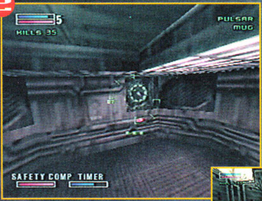
❶ TIMER ONE

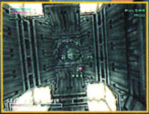

KILLS 16
SAFETY COMP


KILLS 19
PULSAR
MUG
SAFETY COMP TIMER

Shoot the timer to open the gate back at the starting point, destroy the new enemies looking for you, then shoot the timer again and advance into the next area.

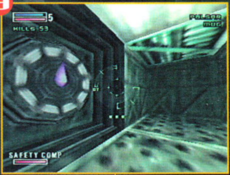
❷ TIMER TWO

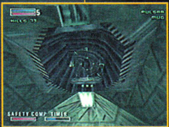

5
KILLS 35
PULSAR
MUG
SAFETY COMP TIMER



You'll have to fly all the way from this timer to the heavy steel gate on the other side of the level. Conserve your weapon's energy for the enemies waiting to ambush you after you hit the timer.

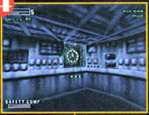
❸ TIMER THREE

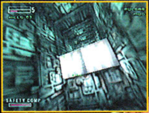

5
KILLS 53
PULSAR
MUG
SAFETY COMP


5
KILLS 73
PULSAR
MUG
SAFETY COMP TIMER

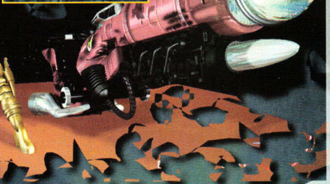
Hit the switch at the end of the green corridor to open the door in the ceiling. If you use your turbo, you'll elude the robots before they can get you in their sights.

❹ TIMER FOUR

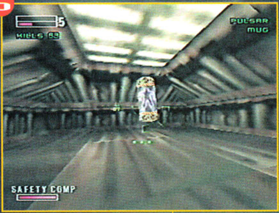

5
KILLS 80
PULSAR
MUG
SAFETY COMP

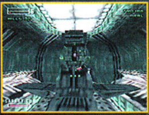

5
KILLS 83
PULSAR
MUG
SAFETY COMP

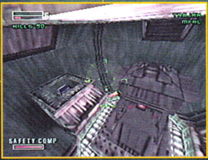
The floating mines near the last gate are endless. The trick to avoiding damage is to fly into the chamber and slam into reverse as the mines detonate.



❺ THE NERVE CENTER


5
KILLS 83
PULSAR
MUG
SAFETY COMP




KILLS 90
MFRL
SAFETY COMP

You'll have to hit the four switches to open the armored shell protecting the nerve center's central core. As you hit each switch, a door will open and robotic sentries will rush into the chamber. The easiest way to finish this mission is to eliminate the flying robots before you target and destroy the core.

1998 GUIDE TO E^3

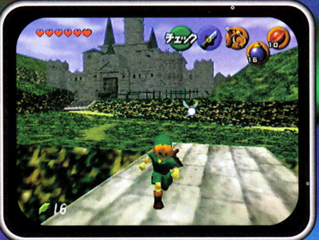
If you can't go to the Electronic Entertainment Expo in person, let Nintendo Power take you there! In the following pages, you'll see the hottest hits and hear the biggest video game news in our exclusive coverage–even before the doors to E3 open!

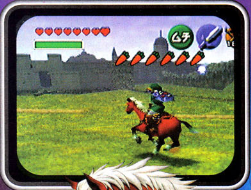
NEW WORLDS

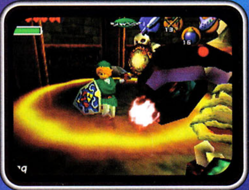
THE LEGEND OF ZELDA–OCARINA OF TIME WILL BE THE BIGGEST DRAW AT THIS YEAR'S E3, BUT THERE WILL BE PLENTY OF OTHER PROMISING ADVENTURE AND ROLE-PLAYING GAMES ON DISPLAY OR IN DEVELOPMENT. COME EXPLORE THE EXCITING NEW WORLDS PLANNED FOR YOUR NINTENDO 64.

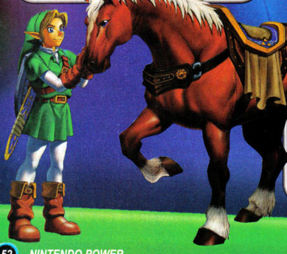
ZELDA 64

There's little doubt that Nintendo's The Legend of Zelda–Ocarina of Time will be the hottest stop on the E3 floor, so the controllers probably won't have a chance to cool off as attendees line up to check out the game's stunning graphics. Nintendo's legendary EAD team used motion capture scenes to create seamless, realistic animation, especially in battle scenes. Zelda's stunning graphics are especially impressive when the game switches to a first-person perspective, placing a hookshot or a bow and arrow directly in the hands of the player. This latest installment in Link's Hyrulian adventures is Rumble Pak compatible, so gamers will feel the full impact of hand-to-hand combat and use tactile feedback to solve puzzles.









THE MIND BEHIND THE MASTERPIECE

SHIGERU MIYAMOTO MAY BE BEST KNOWN AS THE CREATOR OF MARIO, BUT HE'S ALSO THE MIND BEHIND NINTENDO'S HIGHLY SUCCESSFUL LEGEND OF ZELDA SERIES. RECENTLY, NINTENDO POWER QUIZZED HIM ABOUT THE GAME EVERYONE CONSIDERS TO BE THE MOST ANTICIPATED TITLE OF THE YEAR.

Q: ***We've heard that players will have to collect gems and find something called The Ocarina of Time. How do these items relate to the game's story?***

A: There are three gems in the game called Spiritual Stones. Both the Spiritual Stones and the Ocarina are keys that open the door to a secret and sacred place. Three of the races in Hyrule consider their Spiritual Stone to be a holy item. The Ocarina is the royal family's most secret treasure. Gamers will have to collect all three stones and the Ocarina to reach the sacred place.

Q: ***We saw recent footage of Link in combat. Does the camera have its own AI during the battle or does the player control it?***

A: There is an automatic camera—something I call the Zelda Camera. When you hold the Z Button during battle, a red target will appear so you can pick your opponent. The view remains on the targeted enemy throughout the melee, even if you move around the room. It's both dynamic and realistic.

Q: ***Everything we've seen so far looks expansive. Just how big is the game? How many dungeons, towns and special areas are in the game?***

A: As you have seen in the game's early development, this world will be huge. I won't tell you how many dungeons and towns are in the game yet, but I'll admit that there are six races in Hyrule and each one has its own territory.

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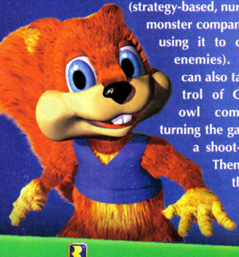
TWELVE TALES: CONKER 64

Twelve Tales: Conker 64 has come on in leaps and bounds since it was shown at E3 '97. So much content has been added that it's hard to know where to start: for instance, there are four different ways to play the game.

The single-player game presents three challenges depending on whether you chose to control Conker (action-based, with the squirrel attacking enemies directly) or Berri (strategy-based, nurturing a monster companion and using it to confront enemies). Players can also take control of Conker's owl companion, turning the game into a shoot-'em-up. Then there's the twin player story mode–no arguments about who gets to play this game! Two players can team up on a split-screen display, one controlling Conker and the other controlling the owl.

But the icing on the cake has to be the battle mode for up to four players, where different characters get to fight it out to the last.

Add to that the stunning surround sound, intelligent enemy behavior (with an unprecedented number of enemies on screen), and changing game time–which affects play in a number of ways, like bringing on challenging foes with the onset of night—and you've got enough features to keep you engrossed for a long time. The game even features real time character emotions, which are evolving all the time to provide Conker and friends with a wide range of reactions to their environment. Watch out for Twelve Tales–there's a lot more to it than meets the eye!



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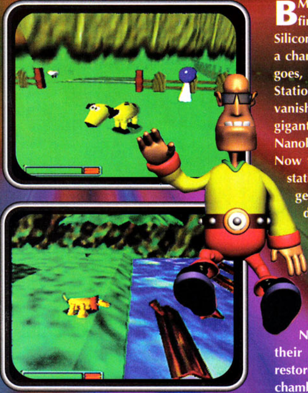
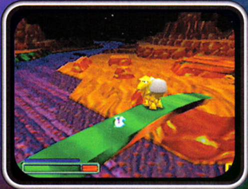
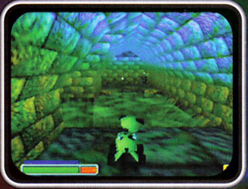
SILICON VALLEY

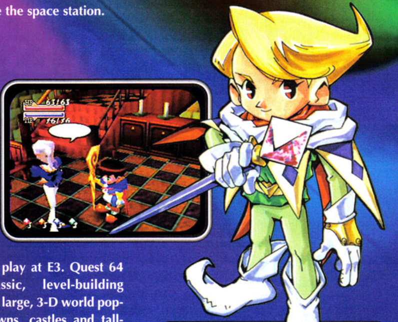




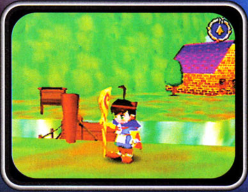


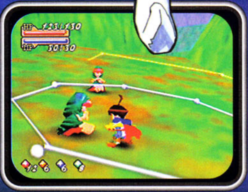
BMG Entertainment is putting the final touches on Space Station Silicon Valley, and attendees with have a chance to play it at E3. As the story goes, one thousand years ago Space Station Silicon Valley mysteriously vanished. The station had been a gigantic laboratory for testing Nanobots, a volatile robot prototype. Now the Nanobots control the space station and they're determined to get revenge on their creators' descendants. As a player, you assume the role of Dan Danger's robotic sidekick, EVO, who uses a special mobile chip to activate and animate defeated robots. Like a parasite, you'll have to leap from Nanobot to Nanobot, taking over and using their bodies to solve puzzles and restore order in the 30 environmental chambers inside the space station.

QUEST 64

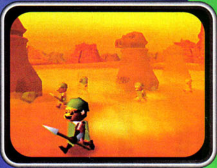


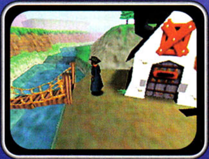
The mystical Eltale Book has been stolen from the Montrode Monastery, and Celtland needs a hero to retrieve the sacred tome before the kingdom falls into ruin. The earliest versions of THQ's Quest 64 first appeared at the Shoshinkai show in Japan over two years ago, and it's been in development ever since at Imagineer. The finished production version will be available to play at E3. Quest 64 combines classic, level-building elements with a large, 3-D world populated with towns, castles and tall-masted sailing ships. There are hundreds of characters in the game, and most have valuable clues leading to the location of the Eltale Book. Gamers who measure the value of an RPG by how long they play it won't be disappointed.



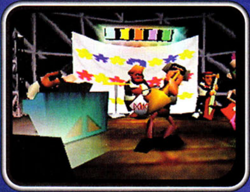


EARTHBOUND 64





Ask role-playing gamers to describe their favorite games and you'll hear about swordplay or magic in medieval or fantasy settings. Ask EarthBound fans to describe their game, and you'll listen to strange tales about flying saucers insuburbia and pitched battles with New Age Retro Hippies and Worthless Protoplasms. While still in development, Nintendo's EarthBound 64 promises to deliver more of the same quirky characters and weird situations. The completed areas in the game are delightfully rendered, and the interiors of the buildings are rich in detail. The shops, caves and cabins feature dramatic lighting from glowing candles and warm fireplaces. And the game's funky, animated critters will leave you dazed, amazed and amused.



HIT LIST

Below is a list of adventure and role-playing N64 titles expected at E3. Other games may be added to the show at the last moment.

- ★ **BANJO-KAZOOIE**
- ★ **BODY HARVEST**
- ★ **CAESARS PALACE**
- ★ **EARTHBOUND 64**
- ★ **HYBRID HEAVEN**
- ★ **SUPER MARIO RPG 2**
- ★ **SHADOWGATE 64**
- ★ **SPACE STATION SILICON VALLEY**
- ★ **THE LEGEND OF ZELDA–OCARINA OF TIME**
- ★ **TONIC TROUBLE**
- ★ **TWELVE TALES: CONKER 64**

BANJO-KAZOOIE

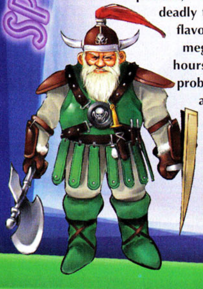
HYBRID HEAVEN

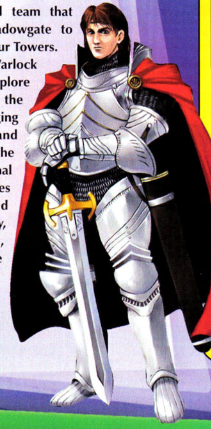
TONIC TROUBLE

SPOTLIGHT

SHADOWGATE

Kemco has reassembled the original team that designed the highly successful Shadowgate to create Shadowgate 64: The Trials of the Four Towers. Evil plans are afoot to resurrect the Warlock Lord, and it's up to Halfling Del to explore Castle Shadowgate's ruins and thwart the scheme. Shadowgate 64 promises challenging puzzles, menacing enemies and deadly traps, while capturing the flavor and spirit of the original mega-hit. Kemco promises hours of exploration and problem-solving game play, all from a panoramic, 3-D, camera-adjustable perspective.



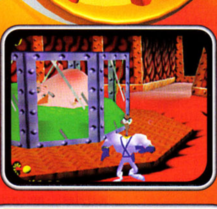


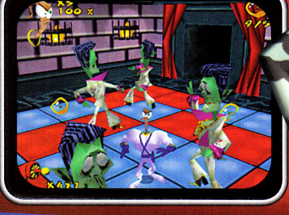
ACTION PAKS

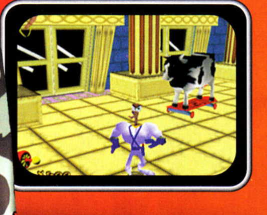
DEVELOPERS ARE ROLLING OUT THE BIG GUNS, EXPLOSIONS, AND MONSTERS AS IF IT WERE BLOCKBUSTER MOVIE SEASON. OF COURSE, ACTION ON THE N64 IS NEVER AS PREDICTABLE AS A ROUTINE CAR CHASE IN AN ACTION FLICK, SO ENEMIES AS STRANGE AS COWS AND BEES WILL BE FAIR GAME FOR GAME FARE. THERE IS ONE SAFE BET: SO MUCH HARD-HITTING ACTION WILL BE COMING THAT YOU WON'T BE ABLE TO JUST SIT THERE WHEN YOU PLAY. YOU'LL HAVE TO DUCK.

EARTHWORM JIM 3-D

Fans rabidly follow Earthworm Jim, the star of Super NES games, cartoons and comics, and unfortunately for the wormy wonder, so do cows. When one errant bovine lands on Jim's head, the wriggly one is knocked unconscious, only to reawaken as a prisoner in his own spacious head. In typical EWJ zaniness, Interplay's EWJ 3-D will take gamers through a demented world, in this case, the six regions of Jim's brain. Inside, Jim must conquer his inner fears, and turn his False-Teeth Gun on disco zombies, bat-winged toddlers or a gun-toting granny whose walker is packin' heat. Evil the Cat, Bob the Fish, ridable pigs and other oddities will also lurk in Jim's brain. And to think we thought it was just air in there.

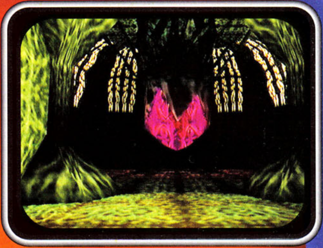


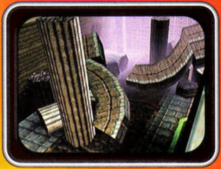




TUROK 2

Last year, Turok proved to be a mammoth success for the 3-D shooting genre. This year Acclaim is bringing Turok back for another season of dinosaur hunting in a new eight-world adventure that promises to be more ominous and dangerous than before. Enemies will have heightened and specialized sets of artificial intelligence that will more often turn Turok into the hunted than the hunter. And if 40-plus varieties of enemy weren't unpredictable enough, players will be able to play out two multiplayer scenarios, so they can prey upon one another in a four-player hunt or team up three-against-one in a game of tag. In a sequel that has evolved eras beyond its predecessor, Turok 2: Seeds of Evil guarantees that dinosaur hunting won't be extinct for a long time.

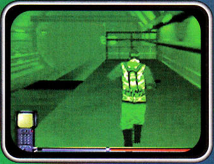


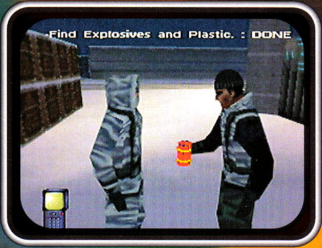


LODE RUNNER 64

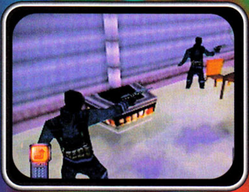
Big Bang Entertainment may strike gold with its N64 update of Lode Runner, the classic computer game of puzzles and pillaging. The series has endured as long as Mario, and like Mario, Lode will move to the N64 and be revamped in 3-D. Players will still puzzle over how to extract gold from multilevel platforms without trapping themselves or toiling with enemy monks, but gold diggers will now find foes and fortune in every direction. At least 20 rotatable areas will fill each of the game's five worlds, and if you find enough gold, you may be able to unlock a level's hidden exit. Further feeding the gold-feverish action will be the addition of drills, shuttle craft and a veritable gold mine of other interactive items.

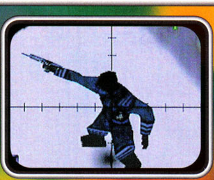
MISSION: IMPOSSIBLE



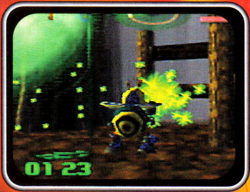


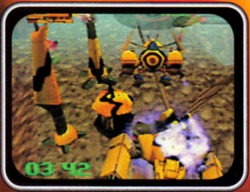
Inspired by the cloak-and-dagger movie, Mission: Impossible will submerge players in five covert missions spanning 20 cosmopolitan levels. As IMF Agent Ethan Hunt, players will sneak through the CIA, clash in London, and infiltrate the embassy in Russia. While the bullets fly, Ethan will have to watch his back as well as the backs of his IMF teammates, who will each prove crucial to a successful mission. While the game will inevitably draw comparisons to GoldenEye 007, MI will differ by displaying a third-person perspective, emphasizing camaraderie, and enabling players to jump over obstacles. And with the added bonus of being able to disguise characters with the IMF's trademark masks, could anyone disavow MI? Impossible.



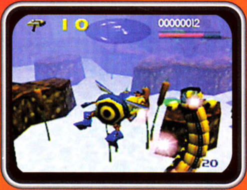


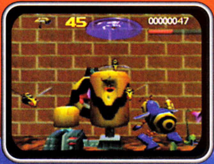
BUCK BUMBLE





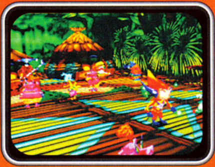
Though Argonaut Software developed the original Star Fox, its high-flying shoot-'em-up for Ubi Soft will star bugs instead of woodland creatures. In Buck Bumble, players will pilot Buck, a bionic bee who must fly through 22 missions to exterminate the mutant swarm that has infested his world. Armed with lightning bolts and ten other weapons, Buck will buzz through gardens and woods until he reaches the insectoids' alien hive. As in Star Fox 64's All-Range Mode, hotshot fliers will have complete freedom of movement. But what may really make this game soar is its split-screen, two-player mode that may incorporate racing, shoot-outs or even aerial soccer.

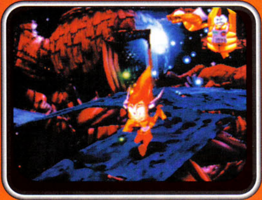




SPACE CIRCUS

Thanks to Infogrames, the circus will be coming to town, and it'll be bringing 50,000 polygons to your TV screen all at once. Space Circus, developed for Ocean, touts a unique engine that will allow the screwball game to stuff a universe of freaks under its big top. The star of the show is Starshort, a juggler in the intergalactic circus who'll venture through 3-D environments to meet over 300 strange and cartoony characters. While juggling puzzling tasks and challenges, players who explore the seven bizarre worlds will find that the game play isn't simply non-linear–it's downright twisted.

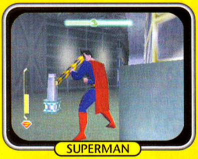




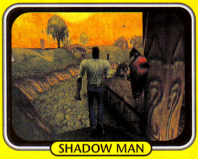
HIT LIST

The Man of Steel, a man of shadows, some freaks of nature, and other heroes will keep your adrenaline pumping in new 3-D shooters, fighters, and quests.

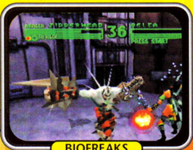
- ★ **BIOFREAKS**
- ★ **BUCK BUMBLE**
- ★ **CHOPPER ATTACK**
- ★ **DEADLY ARTS**
- ★ **EARTHWORM JIM 3-D**
- ★ **FLYING DRAGONS**
- ★ **FORSAKEN 64**
- ★ **LODE RUNNER 64**
- ★ **MISSION: IMPOSSIBLE**
- ★ **NIGHTMARE CREATURES**
- ★ **ROBOTECH**
- ★ **SHADOW MAN**
- ★ **SPACE CIRCUS**
- ★ **SUPERMAN**
- ★ **SURVIVOR**
- ★ **TUROK 2**



SUPERMAN



SHADOW MAN

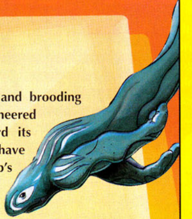


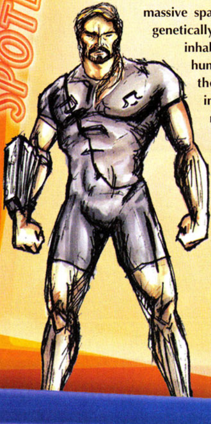
BIOFREAKS

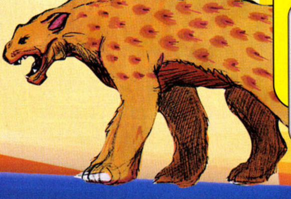
SPOTLIGHT

SURVIVOR

From Konami comes Survivor, a dark and brooding thriller about an alien race that has engineered a self-contained universe aboard its massive spaceship. The aliens have genetically enhanced the ship's inhabitants, including a human couple. When the ship crashes into the sea, the male attempts to escape, but not without his partner. Combing the space station's four ecosystems, he'll fend off his captors and other enhanced creatures to reach the woman in the hopes that both can escape the sinking ship…and survive.





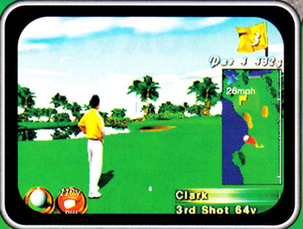


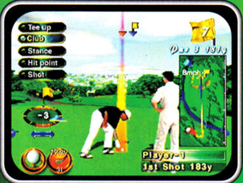
BIG PLAYS

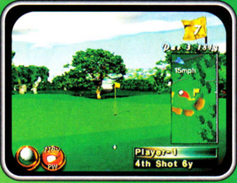
AN ALREADY CROWDED LINEUP OF SPORTS GAMES IS ABOUT TO EXPAND EVEN MORE, RANGING FROM THE GRAND TRADITIONS OF GOLF TO THE EXTREMES OF SNOWBOARDING. MOTION CAPTURE AND HIGH RESOLUTION GRAPHICS ARE QUICKLY BECOMING THE NORM IN THIS CATEGORY, GIVING EVEN ARCADE-STYLE GAMES A SIM-LIKE LOOK AND FEEL. BUT NO MATTER WHAT KIND OF SPORTS YOU HUNGER FOR, THE N64 WILL FEED YOUR NEED.

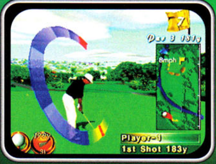
WAIALAE COUNTRY CLUB:™ TRUE GOLF CLASSICS®

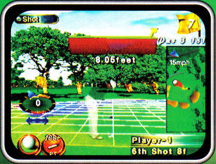
Longtime fans will remember the popular True Golf Classics series for the Super NES, and with golf being the latest cool thing (thanks, Tiger!), it's the perfect time to head back to the links. And what could be cooler than golf? Golf in paradise, that's what! In Waialae Country Club, spectacular views of the Hawaiian coastline will be combined with the terrific challenges of an 18-hole, pro-tour course. Rookies will be able to take up to a 36-shot handicap, and tour veterans will have the option of longer tees. A complete selection of clubs and other options will make even the average duffer feel like a touring pro.


3
26mph
Clark
3rd Shot 64y


Tee up
Club
Stance
Hit point
Shot
7
Par 3 181y
8mph
-3
Player-1
1st Shot 183y


7
Par 3 181y
15mph
Player-1
4th Shot 6y


7
Par 3 181y
8mph
Player-1
1st Shot 183y


Shot
7
8.05feet
15mph
0
Player-1
6th Shot 8f

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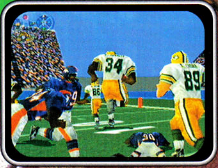
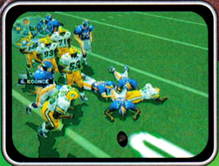
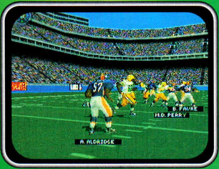
MADDEN NFL '99

In a brilliant end run play, EA Sports just announced Madden '99 for a surprise summer or fall release! EA Sports is determined to reestablish its Madden series as the #1 video football franchise. Not only has it tackled the NFL license, EA is creating all-new, hi-res graphics for the game. Hi-res graphics, real NFL teams and the legendary Madden play selection and game control? Sounds like a touchdown, baby!



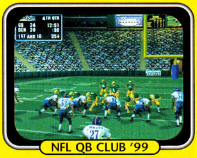




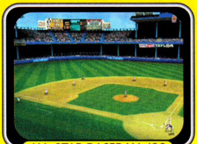
HIT LIST

Whether you like your sports sedate or sensational, classic or extreme, there's a full roster of terrific titles coming your way this year. Don't be caught on the sidelines!

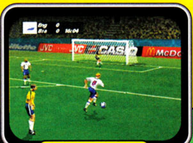
- ★ **1080° SNOWBOARDING**
- ★ **ALL-STAR BASEBALL '99**
- ★ **INTERNATIONAL SUPERSTAR SOCCER '98**
- ★ **KOBE BRYANT IN NBA COURTSIDE**
- ★ **NBA JAM '99**
- ★ **NFL BLITZ**
- ★ **NFL QB CLUB '99**
- ★ **MLB FEATURING KEN GRIFFEY JR.**
- ★ **MADDEN NFL '99**
- ★ **MIKE PIAZZA'S STRIKEZONE**
- ★ **MILO'S BOWL-O-RAMA**
- ★ **WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS**
- ★ **WORLD CUP '98**
- ★ **WWF: WAR ZONE**



NFL QB CLUB '99



ALL-STAR BASEBALL '99

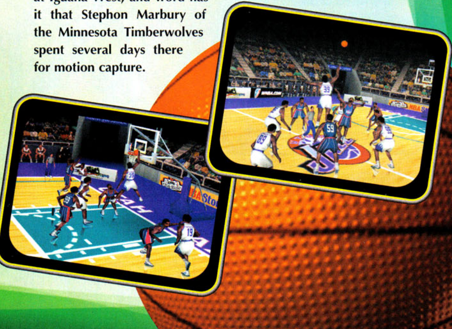


WORLD CUP '98

SPOTLIGHT

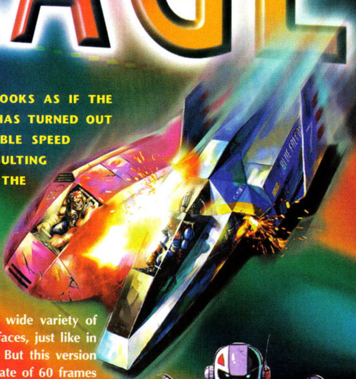
NBA JAM '99

NBA JAM has always been strictly arcade-style, with mile-high dunks and flaming basketballs...until now. According to our sources at Acclaim, NBA Jam '99 will have both a 2-on-2 arcade mode plus a 5-on-5 sim mode! Development is already underway at Iguana West, and word has it that Stephon Marbury of the Minnesota Timberwolves spent several days there for motion capture.



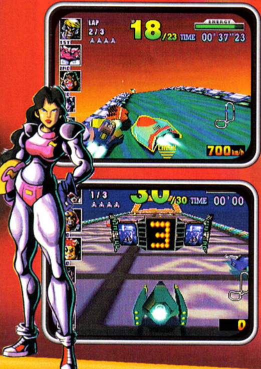
ROAD RAGE

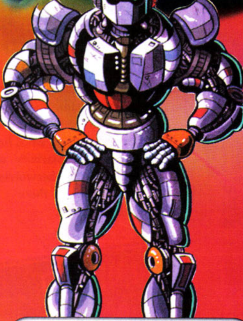
RACING GAMES ARE ALL THE RAGE, AND IT LOOKS AS IF THE TREND KEEPS PICKING UP SPEED. THE N64 HAS TURNED OUT TO BE THE PERFECT PLATFORM FOR INCREDIBLE SPEED COMBINED WITH REALISTIC GRAPHICS. THE RESULTING INTENSE EXPERIENCE TAKES THE CHECKERED FLAG IN THE RACE BETWEEN VIDEO GAME SYSTEMS.

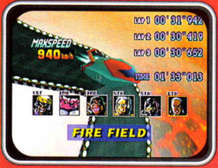

BLUE FALCON

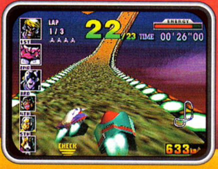
F-ZERO X

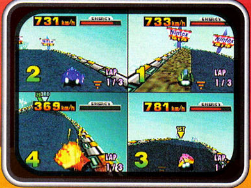
Nintendo's premier sci-fi racing game will zoom onto the N64 scene in just a few months. The same elements that made the original F-Zero a huge favorite have been packed into this high-tech, 96-megabit, 64-bit sequel by Shigeru Miyamoto. You'll find zipper arrows, super boosts and a wide variety of track types and surfaces, just like in the original F-Zero. But this version blisters along at a rate of 60 frames per second, and the tracks include wild, roller-coaster elements like loops, jumps and rolls that can make your head spin. And best of all, it includes multiplayer racing for up to four players–a feature that the original F-Zero lacked.


LAP
2/3
18/23
TIME 00'37"23
ENERGY
1ST
2ND
CHECK
700 km/h
1/3
30/30
TIME 00'00
3
0



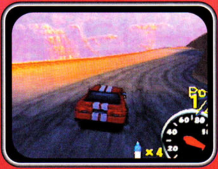

LAP1 00'31"942
LAP2 00'30"419
LAP3 00'30"652
MAXSPEED
940 km/h
TIME 01'33"013
1ST
2ND
3RD
4TH
5TH
6TH
FIRE FIELD

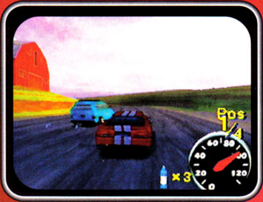

LAP
1/3
22/23
TIME 00'26"00
ENERGY
1ST
2ND
3RD
CHECK
633 km/h


731 km/h
ENERGY
733 km/h
2
1
LAP
1/3
369 km/h
781 km/h
4
3
1ST

TOP GEAR OVERDRIVE

Kemco's newest N64 racer may be just 30% complete, but it already has a lot going for it. Players will have interactive elements like zippers and nitro to help boost them along. They'll also be able to hit objects such as oil drums, leaving dangerous slicks across the road. Tracks will cover a wide variety of topography, including the Grand Canyon, and drivers will have to keep their eyes peeled for hidden routes. They should also look for loose cash, since they'll be able to upgrade their vehicles or even buy new cars between races. The vehicles will be based on familiar favorites like the new VW Beetle and the Grand Cherokee. If Kemco's track record is anything to go by, Top Gear Overdrive should be another smash hit.





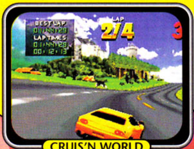
HIT LIST

Our highlighted games aren't the only titles to be headed down the pike. Cruis'n World promises more variety and replay than last year's hit Cruis'n USA, and Extreme-G 2 features great new graphics for this fall's sequel. LEGO Racer and Looney Tunes Racing, due in '99, are gearing up for frantic fun. Ladies and gentlemen, start your engines.

- **CRUIS'N WORLD**
- **EXTREME-G 2**
- **F-ZERO X**
- **LEGO RACER**
- **LOONEY TUNES RACING**
- **TOP GEAR OVERDRIVE**
- **OFFROAD CHALLENGE**
- **WIPEOUT 64**
- **WORLD GRAND PRIX**

EXTREME-G 2

GRAND PRIX

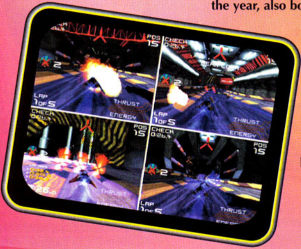


CRUIS'N WORLD

SPOTLIGHT

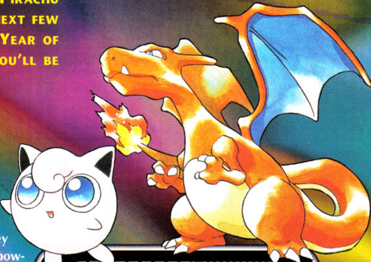
WIPEOUT 64

This 64-bit version of Wipeout from Psygnosis piles on the new features, such as four-player races and tournaments, new weapons systems, and entirely reprogrammed code that makes use of the N64's unique capabilities. The team at Psygnosis says that Wipeout 64 will be faster than any of the Playstation games. Wipeout 64, which will be released by the end of the year, also boasts six circuits, six futuristic anti-grav vehicles, an all new pit stop feature and many items for upgrading your vehicle. And like the previous Wipeouts, it looks very cool.



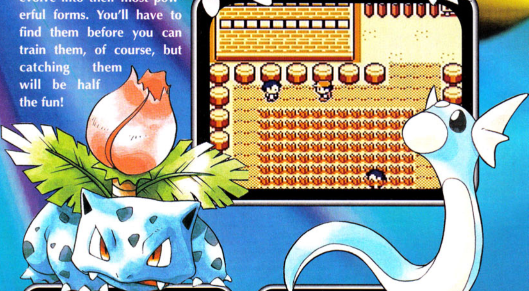
MINI MANIA

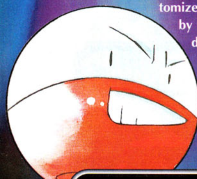
WITH GAME BOY COLOR, POKÉMON, POCKET PIKACHU AND MORE SLATED FOR RELEASE OVER THE NEXT FEW MONTHS, 1998 IS QUICKLY BECOMING THE YEAR OF THE POWER PORTABLES. MORE THAN EVER BEFORE, YOU'LL BE ABLE TO HAVE YOUR FUN AND TAKE IT WITH YOU!

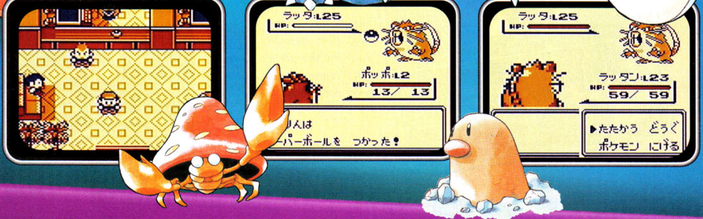


POKÉMON

Pokémon will be unleashed soon, but the buzz surrounding this game and its monstrous cast of characters is already building to a fever pitch. What a cast it will be, too: 150 monsters in 15 different categories. Each category will be based on a specific characteristic or element, like water, fire, electricity, plant life and so on. Even so, you'll be able to customize your Pokémon by training them differently as they grow and evolve. For example, two fire-breathing Charmanders may end up with very different skills and abilities by the time they evolve into their most powerful forms. You'll have to find them before you can train them, of course, but catching them will be half the fun!



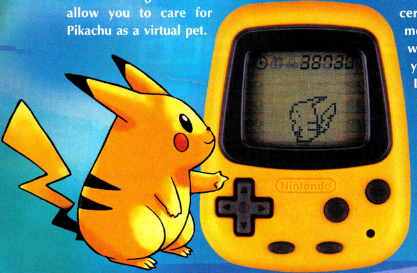




りんは
ーパーボールを つかった!

POKÉMON PIKACHU

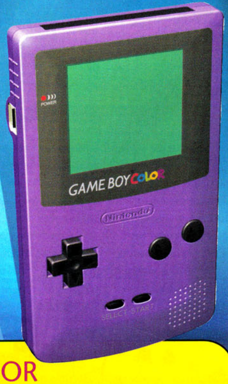
While you'll have to search hard for some Pokémon, Pikachu will be hiding in plain sight. The monster with the sparkling personality will be making the leap to its own handheld game this fall. Not a Game Boy game, Pokémon Pikachu will be its own mini-game that will allow you to care for Pikachu as a virtual pet. Pikachu will be much more "active" than past cyber companions, and you'll be able to watch it perform many different tasks as you direct it through its daily routine. In turn, Pikachu will encourage you to be active as well. The Pokémon Pikachu unit will be sensitive to certain kinds of movement, like walking. In fact, if you look at the LCD screen while you're walking, you'll see Pikachu walking right along with you! As you exercise, Pokémon Pikachu will register the movement and count up energy points on a built-in meter. You'll be able to give these energy points to Pikachu as a gift, to help it stay healthy and to build up its friendship with you.



SPOTLIGHT

GAME BOY COLOR

Game Boy Color is now several steps closer to becoming a reality. As you can see from the latest design artwork, Game Boy Color will look similar to Game Boy Pocket and, in fact, will be about the same size and weight. This drawing shows the unit with a matte finish, but the production model will have an outer shell made from transparent purple plastic. Game Boy Color will have three display modes, including a 10-color (the same as Super Game Boy), a 32-color and a 56-color mode. It will operate on two AAA batteries, which will provide about ten hours of continuous play on average. What's even better, Game Boy Color will be compatible with the Game Boy Pocket AC adaptor for non-stop fun!



UPCOMING COLOR

There are already several games announced for Game Boy Color, including an intriguing blast from the past. To our surprise and delight, Déjà Vu II has been resurrected from the Vault of Lost NES Sequels. We loved the original Déjà Vu, and we can't wait to dive into Ace Harding's second mystery adventure!

- ★ **DÉJÀ VU II: ACE HARDING**
- ★ **NBA JAM '99**
- ★ **TOP GEAR POCKET**
- ★ **TUROK 2**

WORLD GRAND PRIX

AROUND THE WORLD IN 80 LAPS

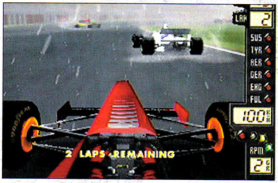
Join Nintendo Power as we preview the rookie season of an international race driver in Video System's World Grand Prix. Life in the video game fast lane has never seemed so real.

RACE 1 MELBOURNE AUSTRALIAN GRAND PRIX

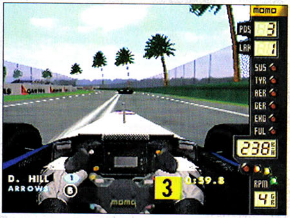
Back when I used to drive Nigel Mansell games on my Super NES, I dreamed about racing on the real Grand Prix circuit. On the starting line at Melbourne, it seemed as if that dream was about to come true. Next to me, Michael Schumacher revved his fire red Ferrari, and in the positions ahead sat Jean Alesi in the blue and white Benetton and David Coulthard, racing for McClaren. Just behind me, I heard the whine of the engines of the other cars. I felt the need for speed.

REMOTE CONTROLS

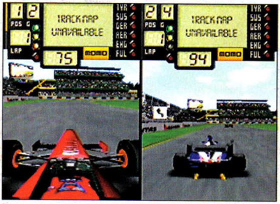
As a rookie, I switched on my automatic systems so that the CPU controlled shifting, braking and acceleration. All I had to do was keep the car on the pavement and floor the accelerator. Even that was a challenge with so many competitors on the course. The 21 other drivers knew every hairpin and straightaway as if a map was tattooed onto the backs of their hands. Even with the extra help, I managed only a fifth place finish.


LAP 2
SUS
TYR
AER
GER
ENG
FUL
100
2 LAPS REMAINING
RPM
2

Five camera positions give drivers viewpoints from the front wing to a distant trailing position. Frame rates and clarity are great on all the cameras.


momo
POS 3
LAP 1
SUS
TYR
AER
GER
ENG
FUL
238
D. HILL
ARROWS
3
0:59.8
RPM
4

It's hard to believe how beautiful it all looks, thanks to the development team at Paradigm Entertainment: the road, the city background, the palm trees, the cars. Even the dash layout is easy to read with a hi-tech, LCD interface.


1 2
POS
LAP
TRACK MAP
UNAVAILABLE
75
momo
TYR
SUS
GER
AER
ENG
FUL
2 4
POS
LAP
TRACK MAP
UNAVAILABLE
94
momo
TYR
SUS
GER
AER
ENG
FUL

The two-player option gives two upcoming international driving stars a chance to shine in direct competition. The vertical split screen windows give each driver an excellent view.

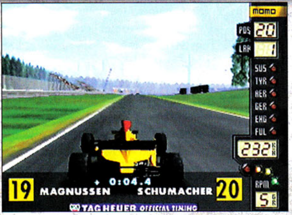
RACE 2

BUENOS AIRES ARGENTINE GRAND PRIX

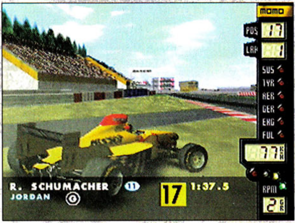
The Argentine Grand Prix pushed me and my machine to the limits. Over the past few races I'd learned to customize my car for each course. For this winding track, I set my front cannards and rear wing to 30° to increase the down force. I would lose some speed on the straights, but I'd be able to take the corners as if I were on rails. Choosing the right tires, suspension and even the right amount of fuel could mean the difference between first place points or no points at all.

PIT TALK

Communicating with the pit crew turned out to be one of the most important parts of this race. My pit chief told me by how many seconds I was trailing the leaders, and how far back other cars were following me. He also kept track of my lap speeds, so I knew when I had turned in a fast lap. It's these little details that make the racing experience so intense.

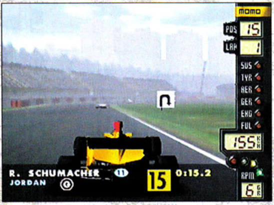

momo
POS 20
LAP 1
SUS
TYR
AER
GER
ENG
FUL
232
+ 0:04.4
19 MAGNUSSEN
SCHUMACHER 20
RPM
5
TAG HEUER OFFICIAL TIMING

The pit chief also tells you about what's happening on the track, such as other drivers dropping out.


momo
POS 17
LAP 1
SUS
TYR
AER
GER
ENG
FUL
77
R. SCHUMACHER
JORDAN
17
1:37.5
RPM
2

R. SCHUMACHER
JORDAN
5
1:12.2

After the race, the replay option lets you review a complete lap from dramatic camera angles.


momo
POS 15
LAP 1
SUS
TYR
AER
GER
ENG
FUL
155
R. SCHUMACHER
JORDAN
15
0:15.2
RPM
6

Signs along the course let you know what sort of turns are coming up.

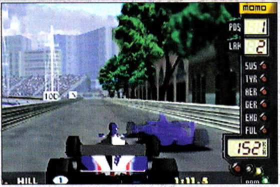
RACE 3

MONTE CARLO MONACO GRAND PRIX

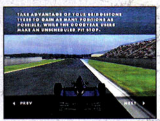
The beautiful city of Monte Carlo opens its streets to the whining engines of our cars for one of the most intense racing days of the year. I had been warned about the sharp corners of this tight track, but I still wasn't prepared for them. I spent a long time on warm-up laps before the big event, and that paid off in the long run.

MORE ON THE FLOOR

I used to think that the only thing that mattered was the big race–the Grand Prix. Now I know better. Exhibition races help hone my driving skills, and I can race all around the world in spite of the Grand Prix schedule, and in all conditions. I can also challenge other top drivers, choosing an offensive or defensive scenario. In fact, I can even attempt to set time trial records on any Grand Prix course.

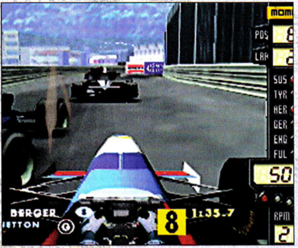

momo
POS 1
LAP 2
SUS
TYR
AER
GER
ENG
FUL
152
HILL
1:11.5

A ghost car races along with you during Time Trial mode. The ghost represents your fastest lap on the track.



TAKE ADVANTAGE OF YOUR BRIDGESTONE TYRES TO GAIN AS MANY POSITIONS AS POSSIBLE, WHILE THE GOODYEAR USERS MAKE AN UNSCHEDULED PIT STOP.

The Challenge mode gives you the chance to square off against the best drivers in historically accurate situations.


POS 8
LAP 2
SUS
TYR
AER
GER
ENG
FUL
50
BERGER
8
1:35.7
RPM
2

The Grand Prix mode includes 17 races around the world. You can save all your achievements on a Controller Pak.

REPLAY
G. BERGER
BENETTON
5
1:32.5

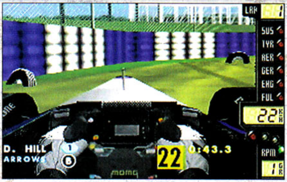
RACE 4

SILVERSTONE BRITISH GRAND PRIX

Sometimes I feel intimidated by the other drivers. They've been racing for years, setting course records and tallying up Constructor Points. On some tracks, like this one in Great Britain, the cars have left a trail showing the fastest line through each turn. But the hardest part is learning to jockey for position and knowing when to pass and when to stay back. Strategy is the key.

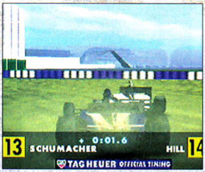
CRASH & BURN

Although the course at Silverstone isn't the toughest track on the circuit, Panis crashed on the seventh lap, at the sharp right turn before the pit entrance. I know how he felt. When I smashed into the barrier in Monaco, I saw the reminder of my mistake on every subsequent lap in the strewn tires along the track. With Panis out and Schumacher having a bad day in the rain, I managed to grab my first victory. These guys aren't invincible.

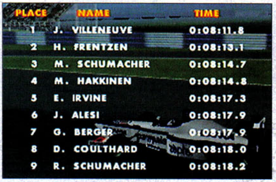

LAP
SUS
TYR
AER
GER
ENG
FUL
22
D. HILL
ARROWS
22
0:43.3
RPM
1
momo

Tires from barrier walls remain where they fall after cars crash or spin out of control.

POS
LAP
D. HILL
ARROWS
2
0:25.4


13
SCHUMACHER
+ 0:01.6
HILL
14
TAG HEUER OFFICIAL TIMING

The AI keeps the level of competition high, but drivers do make mistakes, plus they can crash or have mechanical problems.



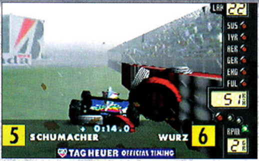
PLACE	NAME	TIME
1	J. VILLENEUVE	0:08:11.8
2	H. FRENTZEN	0:08:13.1
3	M. SCHUMACHER	0:08:14.7
4	M. HAKKINEN	0:08:14.8
5	E. IRVINE	0:08:17.3
6	J. ALESI	0:08:17.9
7	G. BERGER	0:08:17.9
8	D. COULTHARD	0:08:18.0
9	R. SCHUMACHER	0:08:18.2

How good are the other drivers? You can check course stats and see the '97 winners plus the fastest lap time.

RACE 5

MONTREAL CANADIAN GRAND PRIX

It may be in North America, but the Canadian Grand Prix in Montreal seemed just as international as any race in the circuit. Unfortunately for those of us out on the course, the rain started falling on lap 22 and it didn't let up. I spun out near the back grandstand and lost some ground. When I got back on the road, I kept glancing at my mirror where I could see the ghostly images of other cars following in a cloud of spray.


LAP
22
SUS
TYR
AER
GER
ENG
FUL
51
5
SCHUMACHER
+ 0:14.0
WURZ
6
RPM
2
TAG HEUER OFFICIAL TIMING

Drivers can turn the Crash on or off. When Crash is active, the game keeps track of your car's cumulative damage, which affects the race.

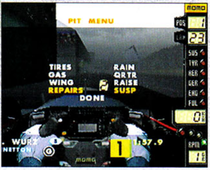
POS
LAP
23
SUS
TYR
AER
GER
ENG
FUL
232
A. WURZ
BENETTON
1
1:07.9
RPM
4

QUICK CHANGE ARTISTS

When the rain began to pelt down, I knew that I would have to change my slicks for rain tires or risk a serious crash. I pulled off into the pit area and instructed the crew to change the tires and add half a tank of fuel. They were real pros, finishing off both jobs in just a few seconds, and then I was back on the track.

momo
POS
LAP
23
SUS
TYR
AER
GER
ENG
FUL
146
A. WURZ
BENETTON
1
0:34.1
RPM
3

The pit options include fueling up, changing tires, adjusting wings, and making repairs to any of your car's main systems.

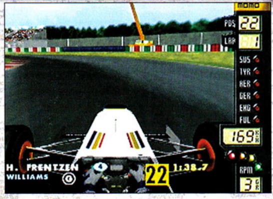

momo
PIT MENU
TIRES
GAS
WING
REPAIRS
RAIN
QRTR
RAISE
SUSP
DONE
POS
23
SUS
TYR
AER
GER
ENG
FUL
0
WURZ
NETTON
1
1:57.9
RPM
1

SUZUKA JAPANESE GRAND PRIX

In my final race of the season I found myself in the land of the rising sun, facing the toughest field in racing on one of the most demanding courses. By now, I had learned enough to use both the simulation and expert driving options, putting myself in control of acceleration, braking, shifting and everything else. I was in control of my own destiny.

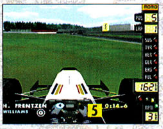
RUMBLE ROUND THE CLOCK

Suzuka includes just about every type of road imaginable, and you can feel the pavement rumbling beneath you as you grip the wheel. I had qualified high in the field and started in fourth position. By the middle of the race it was just last year's champion, Shumacher, and me in the lead. We dueled back and forth, lap after lap, and on the final lap I slipped past him on the pit turn and cruised to victory.


H. FRENTZEN
WILLIAMS
22
1:38.7
169

The expert driving mode puts you in command of all driving functions, but the feel is still arcade-like. You can customize the setup, as well.

H. FRENTZEN
WILLIAMS
22
2:28.9


H. FRENTZEN
WILLIAMS
5
0:14.6
162

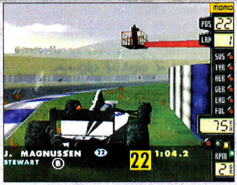
Simulation mode is the most realistic of them all. The physics model of the sim car also makes it the most challenging to control.

H. FRENTZEN
WILLIAMS
22
1:55.0
285

IS IT JUST A DREAM?

World Grand Prix may have a new name before it is released, but the game itself is an impressive reality. The development team at Paradigm Entertainment excels at recreating virtually real experiences, and that is exactly what WGP delivers. The graphics are so realistic that rain blows toward the windshield (sorry, the TV screen) and mud flies off the tires when you spin out on the infield grass. The Challenge mode is another great way to race, and it adds to the replay value. But most important to race fans, this game has an excellent two-player option with perhaps the best split window perspective ever. It's going to be hard to wait until the game arrives, but luckily that wait shouldn't be long. By the end of this summer, you could be living your dream, as well.

D. HILL
ARROWS
2
0:14.4


J. MAGNUSSEN
STEWART
22
1:04.2

J. MAGNUSSEN
STEWART
22
0:03.9

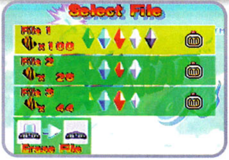
D. HILL
ARROWS
2
0:38.1

COUNSELORS' corner

BOMBERMAN 64

HOW DO I GET INTO THE RAINBOW PALACE?

You'll need to have 100 Gold Cards and defeat Altair a second time to open the Rainbow Palace gates. Altair knows your plans and he's been training for his rematch. The first time you defeated him with eight hits, but now you'll have to blast him eleven times. To bend the odds in your favor, keep moving and kicking bombs at him to stun him. Once he's stunned, lay a bunch of bombs around him to prevent him from escaping damage.



The gates of Rainbow Palace will remain shut until you collect 100 Gold Cards and defeat the sinister Altair a second time.

00009423
00

The easiest way to defeat Altair is to kick bombs into him to stun him. Lay a circle of bombs around him when he's stunned.

HOW DO I GET ALL FIVE GOLD CARDS FROM LEVIATHAN?

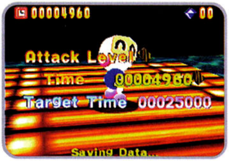
If you want to be a five-card bomberman, you'd better make sure you sink this putrid purple fish before your 25,000 target time points dwindle away. Dodge his periscope as best you can, but remain on the far right or the far left log of the raft throughout the battle. You'll earn a Gold Card if you stay on one log throughout the fight. If you lob a bomb into Leviathan's gaping mouth, you'll earn another card. Now use your pumped-up bombs to blast his periscope and his tail. If you destroy the tail and periscope within the target time, you'll earn all five cards. Don't pause your game and exit the stage or you'll lose your cards–wait for the monster to sink and the stage to end automatically.

00004326
00

You'll earn a Gold Card if you fight the entire battle standing on one log.

00008102
00

Throw a bomb in Leviathan's mouth, then use pumped-up bombs to blast his tail and periscope.

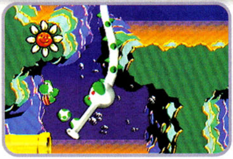


To earn your fifth card, finish the fight before all 25,000 target time points run off the clock.

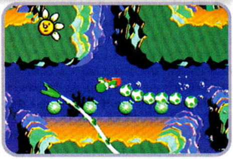
▶YOSHI'S STORY

HOW DO I FIND SNORKEL SNAKE'S HIDDEN MELONS?

You'll have to devour all the fish and collect the eighteen coins to find the four melons hidden inside the Snorkel Snake's chamber in Lots o' Jellyfish. Snorkel Snake's nose won't hurt you, but the points on his spiked body will sting if you bump into them. Wait patiently as Snorkel twists and encircles you, then make a break for it by swimming between his nose and tail. Keep moving and try to nab the rest of the fish and the coins before he curls around you again.



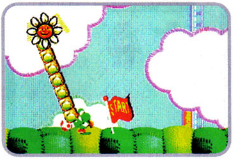
Wait for Snorkel to circle around you, then swim between his nose and tail to get away.



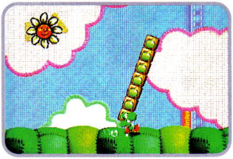
Four melons will appear at the center of the lair after you collect all of the coins and fish here.

WHAT'S THE TRICK TO CARRYING THE MELON CRATES?

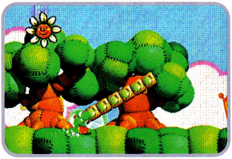
A good sense of balance is vital for winning Yoshi's crate stacking games. The rule to remember is that every time you move in one direction, your precious cargo will shift the opposite way. The trick to running or jumping with a crate stack is to tilt it in the direction you want to go before you jump or run. The more you tilt the boxes, the faster you'll have to run, but you'll lose your cargo if you tilt the crates 45 to 50 degrees.



Your stack of crates will shift in the opposite direction you're running, forcing you to retreat.



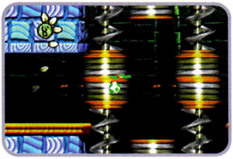
The more you tilt your crates, the faster you'll have to run to keep the boxes from toppling.



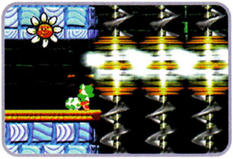
Never tilt your stack more than 45 or 50 degrees or Yoshi will lose his precious cargo.

HOW DO I GET PAST THE CRUSHING PISTONS IN MECHA CASTLE?

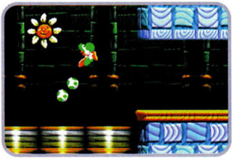
Clearing Mecha Castle's painful pistons is one of the most difficult tasks in all the pages of Yoshi's Story. Almost everyone loses a Yoshi or two as the rows of huge cylinders crash together. If you're patient enough to watch and wait, you'll see pounding pattern in the pistons. You can also hear the rhythm if you turn up your television. Wait until all the pistons slam together in unison, then quickly jump between the cylinders as they pull apart. You'll be able to pass through the pistons before they can continue their loud and lethal slam dance.



You'll instantly lose a Yoshi life if you're caught between Mecha Castle's pounding pistons.



Wait near the pistons and watch until all of them slam together in unison.

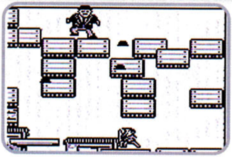


As the pistons slowly begin to pull apart, jump through the gap and fly to safety.

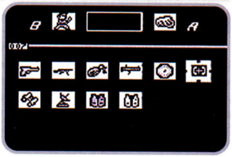
▶ JAMES BOND 007

HOW DO I DEFEAT ODD JOB IN THE SECRET BASE?

Odd Job automatically defeats you the first time you meet him, but the odds are a little better than even when he tips his bowler at you inside the Secret Base. Activate your shield and use it to block the hats Odd Job throws at you. As the hats hit the shield, they'll bounce back and spin into Odd Job. He'll flash whenever he's getting bowled over by his own bowlers. The big guy will surrender when you hit him twelve times. Use a Med Kit to replenish your life if you start running low.



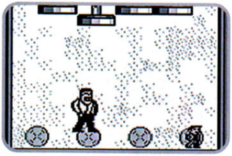
Your shield will deflect Odd Job's hat attacks. Position it so the hats rebound back into him.



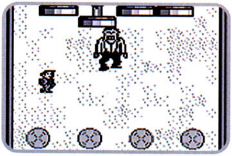
Your shield will protect you from most bowler attacks, but Med Kits are the best backup.

JAWS KEEPS PUTTING THE BITE ON ME!

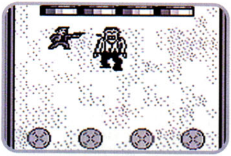
Jaws, a metal-mouthed monument to orthodontia, is waiting to put the bite on you inside the Russian Base near the end of the game. Keep your distance and walk on the plates at the bottom of the room. Each time you step on the plates, a magnet will drop down from the ceiling. Lure Jaws beneath the magnet to trap him, then punch or shoot him until he flashes. You'll have to lure Jaws back to the magnet if he breaks free. Shut him up permanently with nine hits.



Step on the steel plates to drop a high-powered magnet down from the ceiling.



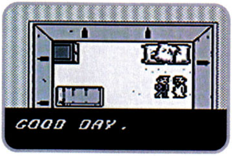
If you lure Jaws beneath the magnet, his metal mouth will keep him trapped and unable to move.



Use your gun or punch Jaws until he breaks free. He'll flash whenever he's taking damage.

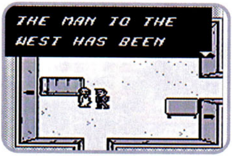
WHY WON'T THE THIEF GIVE ME THE GOLD RING?

The village in Kurdistan can be a quagmire of trouble and confusion. Search the houses in the southeast corner of the town to find the machete. Once you have the sharp blade, trim the bushes around the buildings. As you cut down the undergrowth, you'll find more buildings and a hut with an animal pen. If you talk to the man inside the hut, you'll get an important clue about the Gold Ring. If you don't receive this clue, the thief who has the ring will keep saying "good day." Once you have the clue, go back to the house on the far left side of the village, talk to the thief and get the ring.



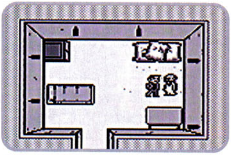
GOOD DAY.

This "good day" stuff will leave you shaken, stirred and perplexed. Talk to everyone in town.



THE MAN TO THE
WEST HAS BEEN

Find this man to get your clue. Now when you go back to the thief, he'll give you the ring.

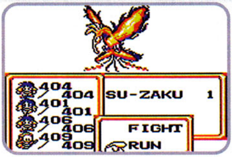


No more niceties. When the thief gives you the ring, take it and get out of there.

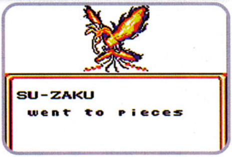
▶FINAL FANTASY LEGEND

SU-ZAKU KEEPS BUGGING ME ON THE STREET IN THE WORLD OF RUIN!

This oversized eagle seems impossible to defeat, but there is one item that can keep him from pounding the broken pavement. Buy the Saw in the World of Ruin weapon shop for 4,000 Gold then load up on Strength and Agility potions. Max out your character's Strength and Agility to 99 before hitting the streets. Use the Saw the next time you run into Su-Zaku to cut him down. If you buy more Saws, you can use them on all of the final enemies in the game!



You have to run from Su-Zaku until you buy the Saw and max out your Strength and Agility.

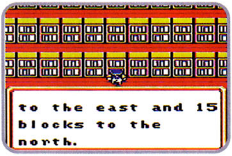


SU-ZAKU
went to pieces

The Saw will break after you use it, but it cuts up any enemy with a huge thrust!

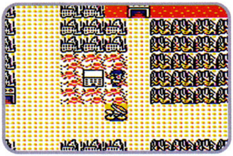
? WHERE IS THE INVISIBLE BUILDING? ?

You'll find the directions to Akiba, the invisible building, after you visit the library in the World of Ruin. If you go back to the Tower you'll see a solitary white building directly above it. This building is the library. Inside you'll find a document with the directions to Akiba–something about 14 blocks east and 15 blocks north. The starting point of this journey is one space to the right of the subway entrance. If you count off 14 blocks to the right and then count off 15 spaces up, you'll end up inside the Invisible Building. Here you'll find the ROM, one of the components for Erase 99, the strongest spell in the game.

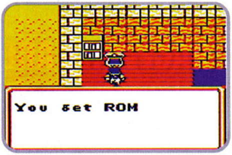


to the east and 15
blocks to the
north.

The library has the clue about Akiba. Look for the library directly above the tower.



Start counting off the blocks to Akiba one space to the right of the subway entrance.



You get ROM

Search around Akiba until you find the ROM, a component for the powerful Erase 99 spell.

▶▶ Q&A FAST FACTS ▶▶

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

Q: Can I put down a barrel without it rolling away?

A: Yes. Hold Down on the Control Pad and release the X Button.

Q: How many endings are there?

A: Just two. You get a different ending if you score 105%.

WCW vs. NWO: WORLD TOUR

Q: How do I do a counterattack?

A: Press the A and R Buttons simultaneously as your opponent attempts to attack.

Q: If I have the Spirit Meter display off, how can I tell when it is maxed out?

A: Wait for your wrestler to flex his muscles.

Q: Can I bring weapons from the crowd into the ring?

A: No way, sicko.

WARIO LAND 2

Q: How do I break the blocks with the picture of the enemy on them?

A: Stun an enemy by jumping on it, then pick it up and throw it at the block.

Q: What do the numbers mean when I pause my game?

A: The number on the left is the total coins collected in the story. The other number is your coin total for the game.

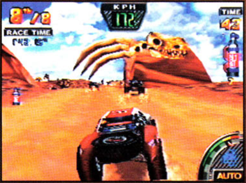
OFF ROAD CHALLENGE™

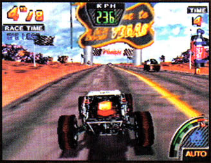
©1998 Midway

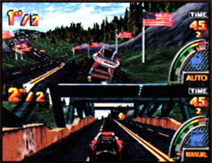
Midway's latest version of Offroad Challenge crams the power of the arcade into an N64 Pak, and the result is an action-packed racer that scoffs at asphalt and leaves the competition eating dust.

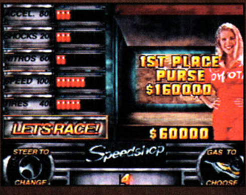
RACEWAYS ARE FOR WIMPS!

It made your heart skip a beat when you played it in the arcade. The Super NES version had you begging your parents for a monster truck for your birthday. Now you'll be wiping sweat from your brow and picking bugs from your teeth when you play Midway's Offroad Challenge on the N64! With its eight radically modified vehicles, six long and treacherous roadways, and some of the fastest speeds you've ever attained on any system, it'll leave you wondering why some players seem content to drive endless laps around an oval raceway. Its sense of speed is simply superb, and if you're using a Rumble Pak, you'll feel every bump and pothole on the course. And you're not likely to find another racing game that includes wandering wild critters that can come between you and a first-place finish.


8th/8
KPH
172
RACE TIME
TIME
43
AUTO


4th/8
KPH
236
RACE TIME
TIME
14
AUTO

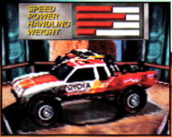

1st/2
TIME
45
AUTO
2nd/2
TIME
45
MANUAL


ACCEL. 80
SHOCKS 20
NITROS 60
SPEED 100
TIRES 40
1ST PLACE PURSE $160000
LET'S RACE!
$60000
STEER TO CHANGE
Speedshop
GAS TO CHOOSE
4

RUGGED RACERS

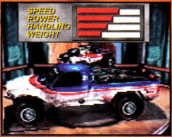
You'll find four rough and rowdy offroad vehicles when you first enter the garage. If those cool rides don't spin your wheels, you can access another four by simply pressing all of the C Buttons at once! When you've selected your rig, you should probably pick the automatic option until you're experienced enough to move on to the trickier, standard transmission.

TOYOTA TROPHY TRUCK



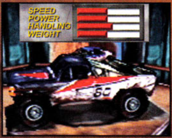
With its great acceleration and good speed, the Toyota Trophy Truck may look like a sure winner, but don't forget that it's fairly hindered by its lack of weight. Professional racer Ivan Stewart may have taken a lot of races with this vehicle, but you'll definitely need to shell out for some much better shocks and tires if you want to sit on top of the circuit.

CLASS 8 MINI-METAL



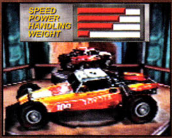
Where this Class 8 Mini-Metal really shines is straight off the start line, when it often takes the early lead. Unfortunately, it also really lags behind a lot of the other rides in terms of its handling. But with small improvements to the tires, followed by a few upgrades to its shock absorbers, this truck could easily become a contender.

CLASS 10 HEAVY-METAL



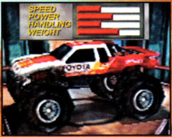
Just because it handles well and stays close to the road after jumps, don't expect this big truck to take first every time. Still, if you can collect a lot of the Cash Boxes that are littered around the roadways, you may be able to purchase enough acceleration (not to mention new tires) to give this plodding challenger a fighting chance.

BAJA BUGGY



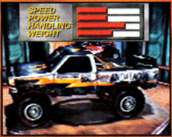
The Baja Buggy has stellar speed, but it takes on jumps like it's being tossed around by a tornado! Because of its challenging control and its tendency to get slowed down by run-ins with the larger trucks, we're recommending this vehicle for only experienced racers. Try upgrading shocks and tires to better its pinball-like performance.

TOYOTA 4X4 MONSTER



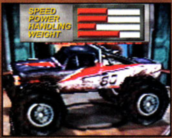
We'd really love to be proven wrong, but based on our test drives, we think the Toyota 4X4 Monster is a handling headache. With a lot of work (mostly to its shocks and tires) it could have a shot at being a serious competitor, but until then you'll probably get stuck in swerve city. Any driver who can handle this truck deserves a trophy!

THUNDER BOLT



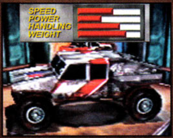
The Thunder Bolt is the most well-rounded vehicle of the bunch. It's no less than moderate in every aspect of its performance, and with its superior handling, it turns on a dime with very little sliding. We recommend it for every level of racer, and if you can save for some more acceleration, this truck should be able to win every race in the circuit.

CRUSHER



For those who like Monster Truck rallies, there can be no better pick than the Crusher. Whatever it lacks in handling (and that's a lot!) it more than makes up for in pure driving fun. Why's it such a blast? Because nothing (save for a concrete barrier) can stand in its way! To see its brute force in full effect, use a Nitro at the very start of a race.

PUNISHER



The Punisher is definitely the dark horse on the long road to victory. This military-type UV has no problem handling big jumps and tight turns, but you'll need to put some serious dough down to increase its speed. Still, the Punisher has a great chance of becoming your favorite racer, especially if you like a vehicle with rugged good looks!

POWER-UPS

You'll find power-ups on or near the roadways in every race. You nab them by running them over, but, depending on your status, they may not help you win.

Nitros give your racer a sudden burst of speed. Save them up for that all-important rush to the finish.

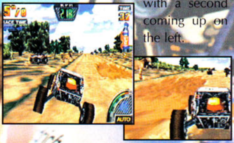
Super Nitros have twice as much power as the normal ones. They're hard to find but worth the search.

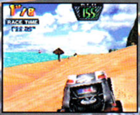
The big Cash Boxes contain 40,000 smackeroos! You can use the loot to buy better parts for your racer.

For a short while, Crash Helmets keep your vehicle from slowing down excessively when it hits other cars.

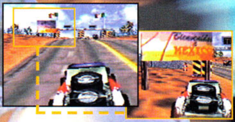
BAJA

You'll run into some huge ruts while racing along this section of dirt road. Look for the first rut to be on the right, with a second coming up on the left.





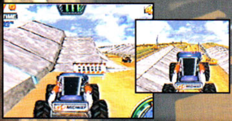
When you hit Baja's bumpy beach, try keeping a little off to the left. You'll not only avoid blasting off most of the largest sand dunes, but also miss the better part of the beach's tide pools. The water can really slow you down.



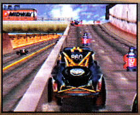
Don't forget to grab the Super Nitro that's hiding behind the big billboard near the Mexico tollbooth. You'd be wise to save it for the end of the race when you'll really need it for a final push down a long wooden pier.

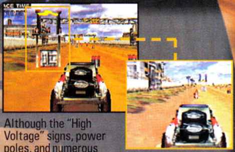
MOJAVE

You can use the steep ramp at the beginning of the construction zone to rocket over ruts, obstacles, and a pack of other racers.



Once you've taken the sharp turn out of the construction area, watch closely for the next big ramp on the right side of the roadway. If you can manage to keep control while swerving onto the ramp, you may be able to nab a Crash Helmet and two Nitros.

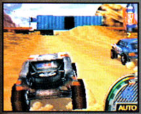




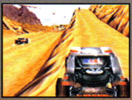
Although the "High Voltage" signs, power poles, and numerous explosives may scare some racers away from driving on the left side of this road, it's really the easiest way to collect this course's only Super Nitro.

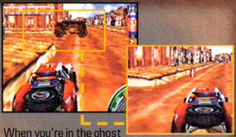
EL PASO

There are two ways to confront this treacherous train crossing. You can either wait for one of the other racers to ram the train and swerve around the resulting catastrophe, or rush up the ramp on the right and try to leap the gap between two of the boxcars.



Near the end of the race, use one of your Nitros to quickly climb the long and eroded incline on the right side of the road. If you can stay on the path, you'll nab two more Nitros, which should provide a big enough boost to push you past your opponents and into first place.





When you're in the ghost town, look for a carriage that's rolling from right to left across the screen. You can either swerve around it or let it pass, but be sure to grab the Super Nitro that's just behind it on the left side of the road.

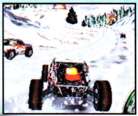
UPGRADES

You can buy upgrades if you've collected Cash Boxes, or if you finish in one of the top three slots on a circuit track. Remember that you can save your cash for expensive parts.

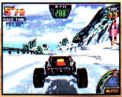
Acceleration is the second-most expensive purchase, and in many ways, it's much more important than speed. Good acceleration beats a higher top-end speed, especially for beginners.

If your racer has poor handling or a low weight, upgrading your shocks should be a top priority. New shocks will help keep your vehicle from bouncing off bumps, which looks really cool but slows you down.

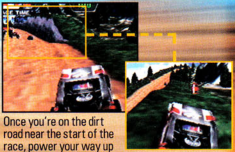
PIKES PEAK



Much of this course consists of winding and slippery roadways. In these sections, the best way to stay on track is to oversteer and make tight slides into the turns. Still, some racers (like the Buggy) are going to be in for a roller-coaster ride.

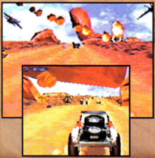


Just beyond the second tunnel, the course continues downward with a bunch of small, snowy jumps on the right side of the road. While it may be terrific fun to fly off these bumps at top speed, you'll have a much better shot at winning if you keep your vehicle in the left lane.

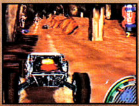


Once you're on the dirt road near the start of the race, power your way up the second incline that's positioned on the right. You'll find a Super Nitro hiding behind a small grove of trees at the top of the hill.

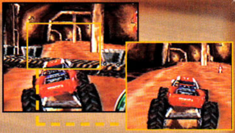
LAS VEGAS



When you see the flying saucer being shot down, stay on the right side of the road. A huge boulder will soon fall, and all the debris will end up in the left lane.

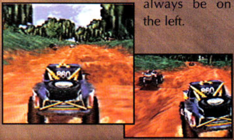


After entering the abandoned mines, avoid the center beams and stick to the low road on the left. You may run into a few more obstacles on this path, but you're likely to find more bonuses on the left than you would if you took the higher road on the right.

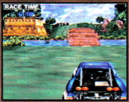


There's a Super Nitro positioned between two center columns just beyond the second set of mine carts. While in theory it's reachable from either side of the roadway, you really can't see it unless you're over on the left.

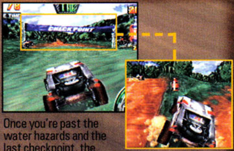
OL' SOUTH



Beware the pairs of potholes scattered all over this course! The first one will always be on the right, while the second will always be on the left.



Anytime you approach a body of water, look to see if there's a ramp nearby that can help rocket you to the other side. If there is, do whatever it takes to make a perfect run off the ramp. Believe us—nothing will slow you down more in this race than a set of wet wheels.



Once you're past the water hazards and the last checkpoint, the road will split in the woods when it's divided by a natural barrier. Climb on top of this grassy knoll to grab a Super Nitro.

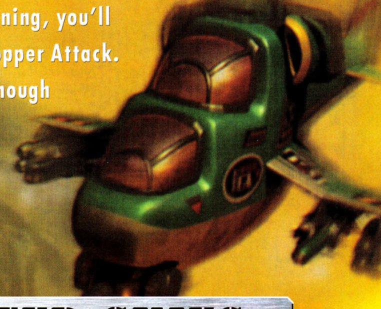
Buying extra Nitros is hard to justify. Besides being very expensive, they last for only one race. Still, they can be useful on courses with long straightaways near the finish line, like Las Vegas.

Upgrade the speed of slow vehicles. Otherwise, put your hard-earned cash elsewhere, like in spiffier shocks and better acceleration. A lead foot won't be of much use on trickier tracks.

Since staying on the road is the real key to winning a race, tires are the best upgrade that money can buy. They're very reasonably priced, and any racer will benefit from having a new set of wheels.

CHOPPER ATTACK™

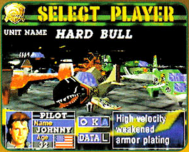
©1998 Midway

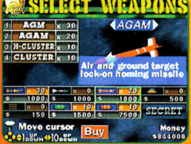


If you love the smell of napalm in the morning, you'll want to take a big whiff of Midway's Chopper Attack. It's 3-D combat with an arcade feel and enough action to keep a video game warrior in peak condition. Get set for a Power attack preview behind enemy lines.

SHARK INFESTED SKIES

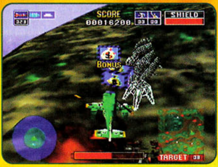
You may not see these attack choppers flying overhead in real life, but in the dog-eat-dog scenarios of video game warfare, they're the hottest machines without wings. Midway took Seta's Wild Choppers–a Japanese N64 release–and improved it about 1000% with new play control and other minor modifications. The game will remind veterans of the classic Strike series from Electronic Arts, but the battlefields in Chopper Attack are all 3-D, and virtual pilots are much closer to the action. The eight helicopters in the game were built with a heavy dose of fantasy. One chopper looks like an old World War II Zero with a shark's snout, and another looks like an alien insect, but all of them are loaded to the teeth with missiles and bombs, making them the most potent strike force in the N64 arsenal.


SELECT PLAYER
UNIT NAME HARD BULL
PILOT
Name
JOHNNY
Age
32
OK A
DATA L
High velocity
weakened
armor plating

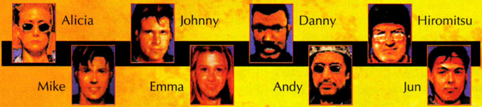

SELECT WEAPONS
1 AGM x 30
2 AGAM x 20
3 H-CLUSTER x 10
4 CLUSTER x 10
AGAM
Air and ground target lock-on homing missile
x 30 $ 1000
x 0 $ 1000
x 20 $ 1800
x 0 $ 500
x 0 $ 150
x 10 $ 1500
x 10 $ 7500
SECRET
Move cursor
1 UP DOWN 10 UP DOWN
Buy
Money $844000

WAR IS SWELL

The action may be intense, but Chopper Attack departs from traditional war sims in several ways that make it a better action game. For one thing, the view is outside the chopper, so you have a wider perspective and you can see your chopper at all times. The next thing you'll notice is that you can take a lot of damage and keep on flying when in reality you'd be toast. Finally, you can pick up items such as extra fuel to boost your chances of completing your mission, or strong boxes of cash for buying missiles. If you have to go to war, this is definitely the way to do it.


023
SCORE
00016200
00
00
SHIELD
BONUS
TARGET 00

A FEW GOOD PILOTS


Alicia
Johnny
Danny
Hiromitsu
Mike
Emma
Andy
Jun

RAMBO WITH ROTORS

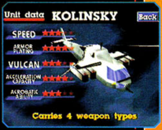
SCORE
SHIELD
TARGET

The cadre of pilots who command these fearsome flying machines hails from around the globe, wherever skill and daring is still worth something. Most of the pilots call the U.S.A. home, but other ace flyers come from Britain, France and Japan. Each chopper has its own pilot, so the skills of pilots and machines go hand in hand. You can check out the data on each machine and even spin the 3-D model around to give it a good inspection before signing onto the crew. We've pulled out the chopper data in the special boxes on the next few pages so you can get an idea of the range of chopper capabilities. The real range of pilot abilities, though, rests in your hands. To carry out your missions, you control all the systems, from flight control to weapons selection and targeting. The game pilots have only a fictional role that affects the flight characteristics of their chopper in categories such as Acrobatic Ability.

SCORE
SHIELD
EMPTY
TARGET

KOLINSKY

The versatile Kolinsky helicopter does a good job in every tactical category, ranking no lower than three stars in any area. Its outstanding armor and acceleration make it a great chopper for beginners, and the Kolinsky's weapons rack includes slots for four different types of missiles and bombs.


Unit data
KOLINSKY
Back
SPEED
ARMOR PLATING
VULCAN
ACCELERATION CAPACITY
ACROBATIC ABILITY
Carries 4 weapon types

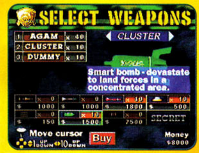
Speed	●●●
Armor	●●●●
Guns	●●●
Acceleration	●●●●
Acrobatics	●●●

CARRY A REALLY BIG STICK

DISCOUNT MISSILE FIRE SALE!

SCORE
SHIELD
TARGET

In order to complete a mission, you'll need as much high-tech firepower as your chopper can carry. The weapons range from smart missiles to cluster bombs, but they all carry a price, which limits how much you can buy. Depending on the mission, and the chopper you choose, you'll have to decide which ammo will do you the most good. Once you enter the theater of operations, you'll have to select missiles and bombs as needed or fire your Vulcan cannon, which has endless rounds of ammunition. Automatic tracking cursors appear on your screen to help you lock on to a target, but you'll still need an eagle's eye to hit many of these targets. In the end, your worst enemy may be your limited fuel tank.

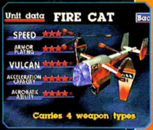

SELECT WEAPONS
1 AGAM x 40
2 CLUSTER x 10
3 DUMMY x 10
CLUSTER
x 0 $ 1000
x 0 $ 1000
x 10 $ 1800
x 10 $ 500
x 0 $ 150
x 10 $ 1500
x 0 $ 7500
SECRET
Move cursor
Buy
Money $8000

Smart bomb - devastate to land forces in a concentrated area.

SCORE
SHIELD
TARGET

FIRE CAT

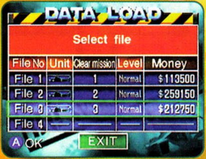
The Fire Cat features twin rotors and twin Vulcan cannons for extra fire power. This chopper may look small compared to some of the heavy duty birds, but it ranks high in acceleration and maneuverability. Surprisingly, the Fire Cat doesn't give up much in the way of armor.


Unit data
FIRE CAT
SPEED
ARMOR PLATING
VULCAN
ACCELERATION CAPACITY
ACROBATIC ABILITY
Carries 4 weapon types

Speed	●●●
Armor	●●●
Guns	●●●●
Acceleration	●●●●
Acrobatics	●●●●

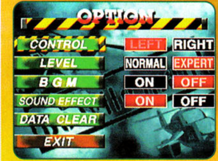
THE BLACK BOX

In aviation terms, the Black Box is a flight recorder that keeps track of everything that goes on in the cockpit. The equivalent of that in Chopper Attack is the four slots of memory files that save your progress through the eight missions. (It's rumored that there is a secret mission, as well.) The Mission mode is the main part of the game, but you can play in Free Battle mode, as well. Once you've opened an area in the Mission mode, you can enter that battlefield at any time in the Free Battle just to blow stuff up and cause trouble. The challenge level can be set at Normal or Expert in either mode.



File No	Unit	Clear mission	Level	Money
File 1		1	Normal	$113500
File 2		2	Normal	$259150
File 3		3	Normal	$212750
File 4	—	—	—	—

THE LEFT-BRAIN CHALLENGE

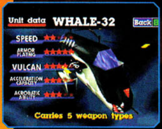


CONTROL LEFT RIGHT
LEVEL NORMAL EXPERT
BGM ON OFF
SOUND EFFECT ON OFF
DATA CLEAR
EXIT

If you really want a challenge, you can even choose the Left Controller option, which sets the Controller functions to the Japanese standard from Wild Choppers. In this setup, you have to use the Cross Pad and Controller Stick instead of the Stick and C Buttons. We're talking brainlock here, but if you master this backward control, you'll really have something to brag about in Power's Arena column.

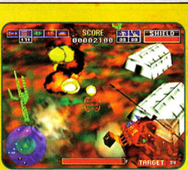
WHALE-32

The massive Whale-32 looks more like an aircraft carrier than an attack helicopter, but it's probably the safest vehicle to be in if you wander into a heavy firefight. The heavy armor has to make up for the Whale's particularly slow maximum speed, because you can't outrun most enemies.

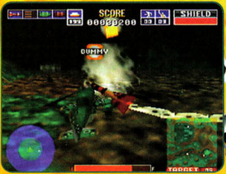

Unit data WHALE-32
SPEED ★★
ARMOR PLATING ★★★★★
VULCAN ★★★★
ACCELERATION CAPACITY ★★★
ACROBATIC ABILITY ★★★
Carries 5 weapon types

Speed	••
Armor	•••••
Guns	••••
Acceleration	•••
Acrobatics	•••

BIG BANG FOR YOUR BUCK

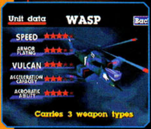


Chopper Attack has been in development for over two years, but unlike some N64 games that have been cooking for a long time, this game doesn't look like a soufflé that didn't rise. The explosions are spectacular and the 3-D models of choppers, tanks, buildings and ground troops all look very good. The terrains themselves look a bit bland, but you're just going to frag them anyway, so who cares? The game also makes use of the Rumble Pak, so you'll feel every anti-aircraft missile as it slams into the fuselage of your chopper. If that doesn't make you feel special, maybe listening to the sound effects of exploding ordnance, or watching the steady draining of your fuel gauge will do the trick. The environment of Chopper Attack is full of information and danger, but it's all been simplified enough so that one pilot can handle all the tasks. It's not overwhelming, but it is electrifying.



WASP

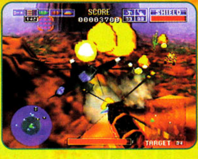
This lightweight turns out to be a heavyweight in aerial combat. It features excellent speed and maneuverability, and it still manages to tuck three types of weapons on board. You would expect such a small craft to lack armor, but that isn't the case. The WASP has a strong sting and a hard shell.


Unit data WASP
SPEED ★★★★
ARMOR PLATING ★★★
VULCAN ★★★
ACCELERATION CAPACITY ★★★
ACROBATIC ABILITY ★★★★
Carries 3 weapon types

Speed	••••
Armor	•••
Guns	•••
Acceleration	•••
Acrobatics	••••

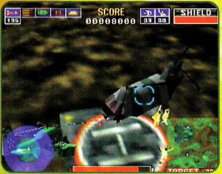
THE FACE OF BATTLE

No matter how many missiles you carry or how great the graphics look, at the heart of every good battle action game is the conflict with the enemy. In Chopper Attack, the bad guys aren't named, but they defend their military installations with plenty of men and machines. Oh, and they hate your guts.



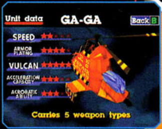
MISSION: COMBUSTIBLE

Each of the missions begins with a briefing in which your objectives are described. Once you're in the battle, you'll have to search out and destroy those targets with very little help. The radar map that you use during battle shows targets as orange dots. As you carry out your mission objectives, you'll have to take care of other matters, too, such as keeping your chopper in the air. You'll find extra fuel and other items hidden in buildings and vehicles, and in some areas you'll find hostages that you can rescue. It's all in a day's work in the N64 Air Force.



GA-GA

If you like firepower, you'll go Ga-ga over this Japanese chopper. Although it's as slow as a whale in mud, the GA-GA is heavily armored and it boasts the most powerful cannons in the game. But the most outstanding feature of this golden snail is the fact that it can carry five types of weapons.


Unit data GA-GA Back B

SPEED ★★

ARMOR PLATING ★★★★

VULCAN ★★★★★

ACCELERATION CAPACITY ★★★

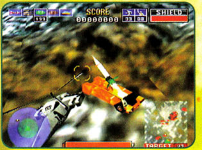
ACROBATIC ABILITY ★★★

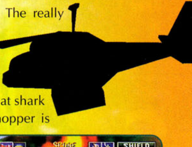
Carries 5 weapon types

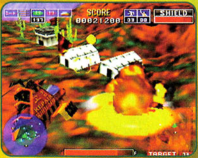
Speed	●●
Armor	●●●●
Guns	●●●●●
Acceleration	●●●
Acrobatics	●●●

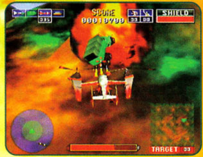
BADDIES IN ARMOR

The forces massed against your lone chopper may seem daunting at first, but you do have the edge. For one thing, enemy aircraft will usually be destroyed by a single missile, whereas your bird can take a lot of punishment before biting it. Enemies are persistent, as well, but they won't follow you out of their patrol areas. On the ground, you'll find armored tanks, motorized units, and infantry, all with their eyes trained on the skies. They may not seem to pose much of a threat, but they can hit you hard and repeatedly, and there are lots of them. The really unfortunate news is that they don't seem to have any sense of fear, so that shark snout on your chopper is probably just wasted paint. The good news is that they never try to run and hide, so you always have a target-rich environment for your load of air-to-ground homing missiles.







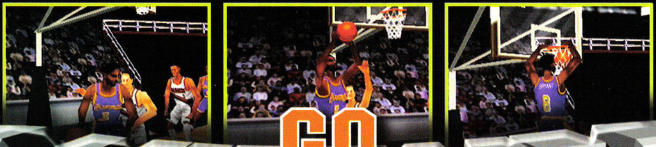


CHOPPER
ATTACK

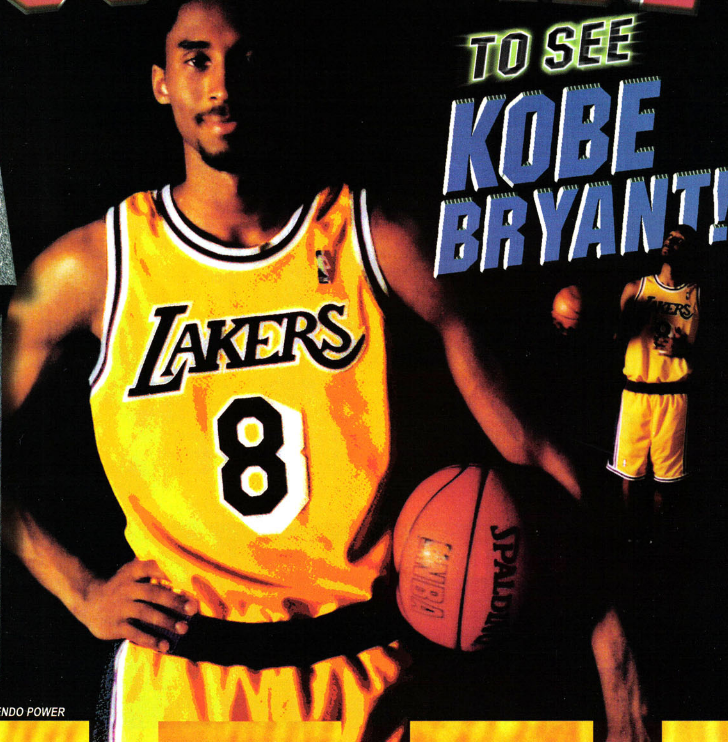
PREPARE FOR BATTLE

Thanks to Midway, North America's crew of N64 flyers will step into the hotseat of one of the most action-packed combat video games ever, and the game play is greatly improved over the original Wild Choppers. Replay value looks good, too, since you can change the nature of each mission by choosing a different chopper. It's been a long time in coming, but by late June or early July, you should be able to begin your own chopper attack. Next month, Power will offer a crash course in chopper warfare and make a real pilot out of you. Be there.

PLAYER'S POLL CONTEST



GO COURTSIDE TO SEE KOBE BRYANT!



COURTSIDE TICKETS!
SEATTLE SONICS VS. LAKERS

GRAND PRIZE

✓COURTSIDE TICKETS

to see KOBE BRYANT

Enter to Win!

play against the **Seattle Sonics!**

NINTENDO POWER
LAKERS
8

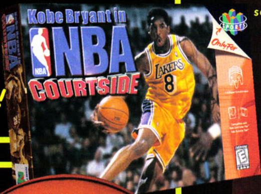
✓ A trip to **NINTENDO HEADQUARTERS!**

Go behind the scenes at Nintendo of America! Take a peek at all the latest games!

See what's up at **Nintendo Power!**

✓ Kobe Bryant in NBA Courtside

FOR YOUR N64!



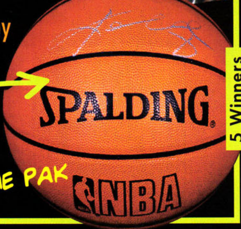
2ND PRIZE

✓ A basketball autographed by **KOBE BRYANT!**

✓ Kobe Bryant in NBA Courtside

N64 GAME PAK

5 Winners



3RD PRIZE

✓ Nintendo Power **T-shirts**

TAKE IT TO THE RACK IN A POWER T!

50 Winners

NINTENDO POWER 98

NP PLAYER'S POLL

YOUR VOTE COUNTS!

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 109, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 109
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than July 1, 1998. We are not responsible for lost or misdirected mail. On or about July 15, 1998, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after July 31, 1998. GRAND PRIZE: The Grand Prize Winner will win a trip for two to Seattle, Washington, courtside tickets to a 1998-1999 game in which Kobe Bryant's team plays the Seattle Sonics, and a Kobe Bryant in NBA Courtside Game Pak for the Nintendo 64. Exact date of the trip is to be determined. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Estimated total value of all prizes is $4,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not valid in Quebec. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

ADD GAME BOY FUN TO PHOTOGRAPHY AND WHAT DO YOU GET? FUNTOGRAPHY, A NEW DEVELOPMENT IN PICTURE-TAKING THAT'S FOCUSED ON FUN. OUR IDEA ALBUM HAS A FEW PICS AND TRICKS YOU CAN BORROW, BUT THE FUNTOGRAPHIC POSSIBILITIES ARE ENDLESS. WE SHUTTER TO THINK.

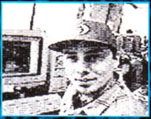
GAME BOY® camera FUNTOGRAPHY STUDIO

© 1998 Nintendo.

YOUR WINDOW TO THE WORLD

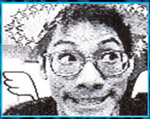
Photography is fun, but not when you're always buying film, waiting for pictures to develop, or wondering if your snapshots will even turn out. The Game Boy Camera solves all these problems by enabling you to compose and retouch your photos on your Game Boy screen. By adding a Super Game Boy, Game Link Cable, or Game Boy Printer, you'll be able to set up your own Funtography studio, where you'll have the darkroom tools you'll need to doctor, develop, print and trade your photographs. And since you don't need film for capturing images, you can take and delete photo after photo, opening up the possibility for experimentation.

PHOTOS



The Game Boy Camera lets you save up to 30 images in your personal photo album.

ART



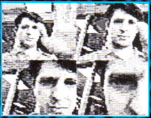
Personalize your pics with artistic doodles and pre-programmed Stamp images.

PRINTS

Pocket Camera
1998 Nintendo
Pocket Printer
GAME BOY

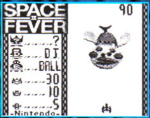
The Game Boy Printer, available separately, enables you to print out sticker photos.

ANIMATION



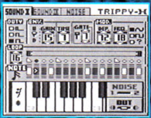
The camera isn't about still images only. You can string your pics into a movie.

GAMES


SPACE FEVER
90
?
DJ
BALL
30
10
5
Nintendo

Funtography means games, too. Earning a high score in one can unlock hidden photos.

MUSIC


SOUND I
SOUND II
NOISE
TRIPPY-H
DUTY
ENV.
GAIN
TIME
GATE
MOD.
DEP.
FRQ.
LOOP
NOTE
NOISE
OUT

With the programmable DJ mode, your photo studio will double as a recording studio.

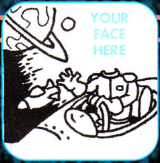
A DAZZLING DARKROOM

MONTAGE MAYHEM

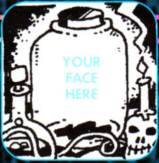
In Montage mode, you can patch together sections of photos into one composite image. For the cartoon backgrounds pictured below, select the quadrant montage to place your face on a space cadet, picture-in-a-picture montage to shrink your head for the witch doctor's jar, or three-layer montage to drop your noggin on the snowboarder's shoulders. To blend the images together, use the Paint feature.

You can create personalized postcards of places you've never even visited. Blow up the images below on a copy machine, then photograph them in Montage mode.

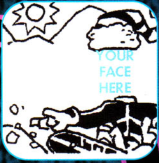
SPACE CADET



HEAD-IN-A-JAR

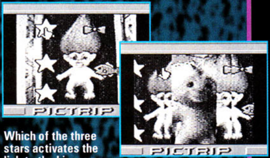


SNOWBOARDER



HOT-SPOT SNAPSHOTS

Hot-Spot's concept is similar to how you would navigate around a web page. Hot-Spots serve as buttons or links, depending on the special effects you assign to them. By activating a Hot-Spot you've embedded in a picture, you can instantly bring up another picture on-screen while triggering music and video fade or wipe effects. Hot-Spots will make your album interactive by allowing browsers to point and click their way through branching photo sequences.

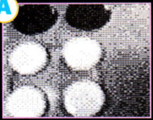


Which of the three stars activates the link to the big mama troll? You can hide five Hot-Spot links in a picture, and each can take you to a different photo.

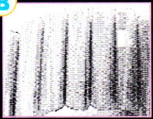
UNIQUE VISION

Once you develop an eye for Funtography, everyday objects, like these Nintendo knick-knacks, can become works of art. Do you know what the focus of each photo is?

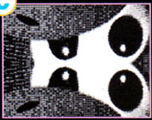
A



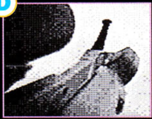
B



C



D



A. N64 Controller
B. Game Boy Game Paks
C. mirrored Yoshi
D. Super NES Super Scope

PHOTOGRAPHIC FUN

SECURITY CAM

So who's been messing up your room and tossing your clothes all over your floor? It's surely not you, neat freak, so activate the Time-Lapse function, then hide your camera in your room to catch the intruder in the act.

SCAVENGER HUNT

Scavenger hunts are fun, but who wants to lug around a kitchen sink for a measly ten points? Make scavenging a little more convenient by sending out your hunters with Game Boy Cameras and a laundry list of photos to shoot.

CLUES!

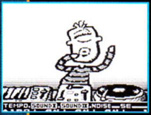
Lead your friends on a wild goose hunt. Start your pals out with a photo of a location. At that locale, leave a photo printout of their next destination. Have your friends follow the trail of photo clues to uncover your hiding place.

CAMERA TAG

Play paparazzi tag by arming a member of each team with a Game Boy Camera. Each photographer must then take as many pics as possible of their opposing team members. The team that captures the most enemies on their camera wins.

HEY MR. D.J.

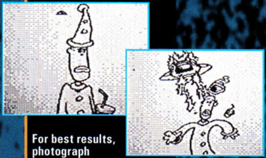
In DJ, anyone can become a lo-fi mix master by layering the mode's three tracks of 16-beat loops. Lay down a simple rhythm on the Noise track first, then tinker with the tracks from there. When your tune is ready for the clubs, head for the Game Face option to customize your DJ into, say, our trendy cyclops look.



To turn your DJ into a cyclops, select Game Face in the Magic menu, then photograph the four moods of our one-eyed raver.

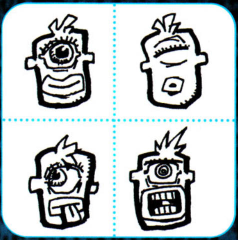
CAMERA ACTION

To create an animated short, hit Select when the Main Menu appears, then highlight Animation on the Edit screen. Amateur Disneys will be able to "splice" up to 47 album photos frame-by-frame into a looped "movie reel." String together photographed or illustrated sequences like the clown cartoon we've created.



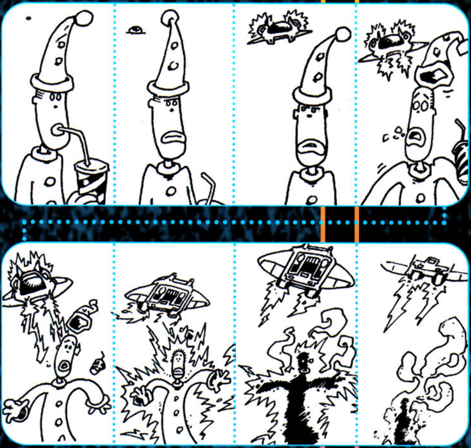
For best results, photograph enlarged copies of our animation frames. To add more texture and mood, adjust the Contrast and Brightness.

CYCLOPS SOUNDMAN



GAME BOY
camera
SCORE
PocketCamera
GAME BOY
Nintendo
B
A
SELECT START

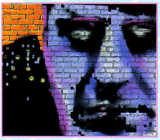
CLOWN STRIKE!



IT'S A PRINT

GAME BOY
printer
Nintendo
FEED
POWER

With the Game Boy Printer, you'll save yourself a trip to the one-hour photo shop. The Game Boy Printer will instantly print your album into wallet-size stickers, and churning out double prints will be a snap. And your fun with Funtography doesn't have to end there. Color your prints, create sticker collages, or scan your photos into your home computer.



Manipulate and touch up your photos by enlarging them on a copy machine or by scanning them into your computer.

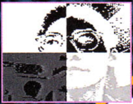
FUNTOGRAPHY CONTEST

SNAP UP A HIGH-TECH TOY WITH YOUR WINNING SNAPSHOT!

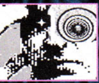
Now that you've learned some Funtography tricks, we want to see how good a shutterbug you can be. Pick the category with the prize that most appeals to you, then take your Game Boy Camera on a photo shoot. Spruce up your pic with Stamps, Paint or other effects, then print it or photograph the image on your screen. But your artistry doesn't have to end there. Feel free to blow up copies of your photos to add finishing touches like color. Specify which of the five categories you're entering your photo into, then send it to us by July 31, 1998. We'll judge the photos, and the winner in each category will each score a different high-tech gadget that will give things a fresh, new view! Look for winning pics in NP and at our web site at www.nintendo.com.

1 MOST CREATIVE

WIN A DIGITAL CAMERA!



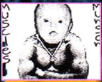
Distort your images with Paint, Stamps, Trick Lenses or even manipulate a printout of your photo by hand. Don't limit yourself—just be artistic!



MINOLTA
Dimâge V

2 BEST MONTAGE

WIN A VIDEO CAMERA!



Use any of the Montage effects to combine your photos into the most clever, cute, creative, creepy or kooky hybrid photo that you can come up with.

SHARP
SHARP

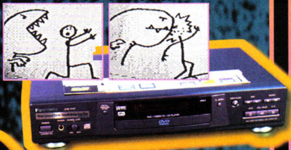
3 BEST PANORAMA

WIN A TELESCOPE!

Take a picture of a skyscraper, weiner dog, or anything else that would fill up four frames of a long or tall Panorama picture.

4 BEST ANIMATION

WIN A DVD PLAYER!

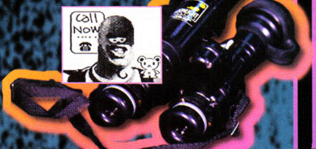


Draw or take photos to animate a sequence or story. Send us printouts or photos of each still frame from your mini movie, and if you please the Siskel and Ebert in us, you could win!

5 MOST BIZARRE

WIN NIGHT VISION BINOCULARS!

Who knows what weird and unusual photos could develop? Capture a strange image on your camera or tweak a snapshot into the outer limits. Remember: normal is boring.



OFFICIAL CONTEST RULES

No purchase necessary. To enter, send us a printout, facsimile or photo of the image you've created with a Game Boy Camera. Include your name, address, age and which category you're entering your photo into. Send your entries via snail mail or e-mail to the addresses below.

All entries become the sole property of Nintendo of America Inc. (NOA) and will not be returned. The contest is subject to the Official Rules. All entries must be received no later than July 31, 1998. We are not responsible for lost or misdirected mail or illegible or incomplete entries. Submissions may be used for any purposes, including but not limited to advertising, publicity, promotion or exhibition without compensation to the entrant.

Entries will be judged by the staff of Nintendo Power. Winners will be selected on or about August 31, 1998 based on which of the eligible entries we like best. All decisions will be final. One prize will be awarded in each of the five categories. To receive a list of winners, send your request to the address above after August 31, 1998.

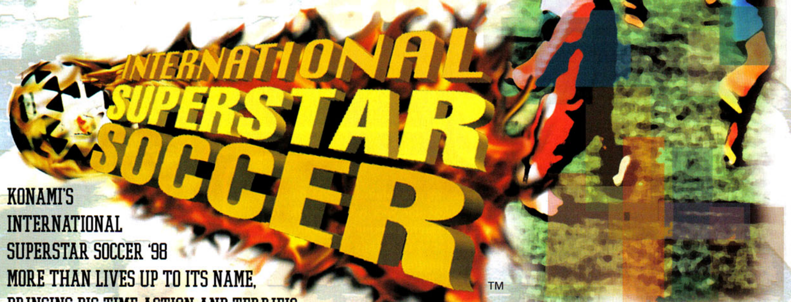
Allow 6-8 weeks for delivery. All prizes will be awarded and winners will be notified by mail. Prizes are nontransferable and no substitutions are allowed except by the sponsor, who reserves the right to substitute a prize of equal or greater value if an advertised prize is unavailable. Taxes, if any, related to the prize are the responsibility of the individual winners. Winners will be required to execute and return a signed affidavit (if under 18 then signed by parent or legal guardian) which verifies eligibility, name, age, that the image submitted is entirely their own creation and which assigns to NOA all right, title and interest in their entry without further compensation. If the winners do not return the affidavit and liability release within 14 days of notification attempt then the prize will be forfeited and an alternate winner awarded. Limit one prize per household. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine and NOA without further compensation.

Some restrictions apply. Valid only in the U.S. and Canada (excluding Quebec). Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state, provincial and local laws and regulations. Contest sponsored by Nintendo of America.

ENTER!

**NINTENDO POWER
FUNTOGRAPHY CONTEST
P.O. BOX 97085
REDMOND, WA
98073-9785**
or scan entries and e-mail them to:
contest@funtography.com

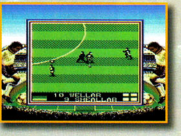
INTERNATIONAL SUPERSTAR SOCCER™



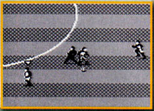
KONAMI'S
INTERNATIONAL
SUPERSTAR SOCCER '98
MORE THAN LIVES UP TO ITS NAME,
BRINGING BIG TIME ACTION AND TERRIFIC
PLAY CONTROL TO THE SMALL SCREEN!

© 1998 Konami.

PORTABLE POWER PLAY


10 WELLAR
9 SHEALLAR

If you thought that the Game Boy format was too small for good sports games, then think again. International Superstar Soccer '98 balances the size of the players, the size of the field and the speed of the action beautifully, and you never feel cramped or lost as you weave through the opposing team's defenders. ISS '98 is also packed with play modes and features you don't often find in portable Paks, including a full roster of 30 international teams, 14 formations and five strategies to choose from.

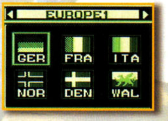


A MODE FOR ALL SEASONS

Whether you just want to practice your penalty kicks or try to capture the international championship, ISS '98 has a mode to fit your mood. Let's head down to the pitch for some all-out action!

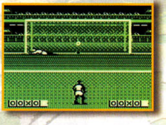
OPEN GAME

Any two teams can to go head-to-head in this single-game challenge. Will it be a meeting of champions or a David-and-Goliath contest?


EUROPE1
GER
FRA
ITA
NOR
DEN
WAL

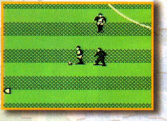
P.K.

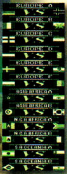
The P.K. mode is a great way to practice for those tense tie breakers. You can use the Control Pad to adjust the angle of your kicks and blocks.



INTERNATIONAL CUP

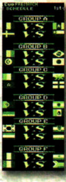
In this multigame contest, you'll be awarded victory points for each win or draw, and the teams with the most points will advance to the next round of play. You'll be given a password after each round.




EUROPE A
EUROPE B
EUROPE C
EUROPE D
EUROPE E
EUROPE F
ASIA AFRICA A
ASIA AFRICA B
N.C.A AFRICA A
N.C.A AFRICA B
S.A OCEANIA A
S.A OCEANIA B
VS

REGIONAL OPEN

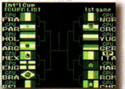
Each division holds its own six-game tourney. The top four teams in each division will advance.


Cup PREMATCH
SCHEDULE
1st
GROUP A
GROUP B
GROUP C
GROUP D
GROUP E
GROUP F
VS

QUALIFY OPEN

This round will separate the pretenders from the contenders. Winning teams will qualify for the finals.

TOURNAMENT


Int'l Cup
TOURN LIST
1st game
CPU
FRA
PAR
HOL
ARG
MEX
ENG
BRA
NGR
CRO
YUG
GER
1P
ITA
MAR
ROM

This final tourney is for the international championship.

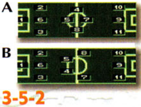
THE PERFECT COMBINATION

ISS '98 allows you to combine any of the 14 team formations with any of the five strategies. The strategy setting determines how aggressive your players will be and where they'll likely position themselves on the field.

PREEMPTIVE STRIKE

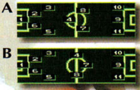
These formations work best with an aggressive attack strategy. The numbers shown refer to the number of defenders, midfielders and forwards on the field.

3-4-3



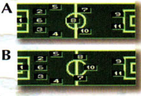
The 3-4-3 formations give you the most up-front striking power, good for forcing turnovers.

4-3-3



If you need just a bit more defense, pick a 4-3-3 formation to head off those sideline attacks.

3-5-2

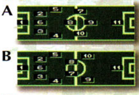


If you like the short passing game, then give these a try. You won't be disappointed.

HEAD THEM OFF

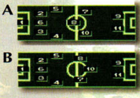
Sometimes you just need to hold the line. When it's crunch time, these formations will definitely come in handy.

5-4-1



The 5-4-1 formations are the ultimate in defense. Few shots will get past these walls!

5-3-2

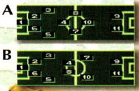


If you have a weak defense but a strong offense, these formations can help balance things out.

FLEXIBLE FORMATIONS

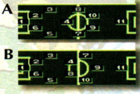
These formations can work well with almost any strategy or situation. The key to making them work for you will be to handle your midfielders wisely.

4-4-2



Your four midfielders can provide both strong offense and solid defense at a moment's notice.

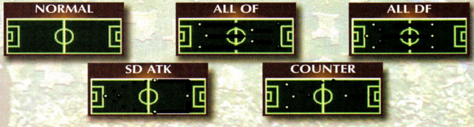
4-5-1



With these formations, use the fast break: force a turnover and then lob the ball to the forward.

STRATEGIES

You can pick any strategy from mild to wild, but a lot will still depend on controlling individual players. "SD ATK" will focus players on sideline attacks, and "COUNTER" will focus them on fast breaks.



THE NUMBERS GAME

ISS '98 includes 30 teams divided into six regional divisions, and we've rated each squad on its offensive, defensive and overall skill levels.

	TEAM	OFF	DEF	AVG
EUROPE 1	ITALY	73	81	77
	FRANCE	73	81	76
	GERMANY	73	81	76
	NORWAY	71	77	73
	DENMARK	70	77	72
	WALES	69	74	71
EUROPE 2	HOLLAND	73	82	77
	ENGLAND	73	80	76
	SPAIN	73	81	76
	PORTUGAL	70	75	72
	BELGIUM	69	74	71
	AUSTRIA	65	75	69
EUROPE 3	YUGOSLAVIA	73	79	75
	CROATIA	72	79	75
	ROMANIA	71	76	73
	BULGARIA	71	76	72
	SCOTLAND	70	72	69
	SWEDEN	70	76	69
ASIA AFRICA	TUNISIA	71	75	72
	MOROCCO	71	76	72
	ARABIA	67	73	69
	JAPAN	67	72	69
	KOREA	67	72	69
	IRAN	68	72	69
N.C.A. AFRICA	NIGERIA	73	78	75
	CAMEROON	72	76	73
	S. AFRICA	70	76	72
	MEXICO	71	75	72
	U.S.A.	68	74	70
	JAMAICA	67	73	69
S.A. OCEANIA	BRAZIL	76	82	78
	ARGENTINA	74	81	76
	COLOMBIA	70	75	72
	PARAGUAY	69	77	72
	CHILE	70	74	71
	AUSTRALIA	67	72	69

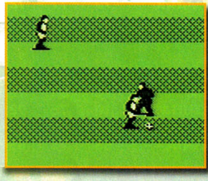
OFF	Offensive Ability
DEF	Defensive Ability
AVG	Average score of OFF and DEF

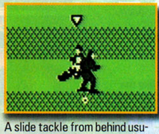
GOAL! GOAL! GOAL!

With well-defined graphics and responsive control, ISS '98 is actually quite easy to play. Mastering it, however, is another story. There are three difficulty levels, and the International Cup mode just naturally gets harder as the tournament goes on. We have, however, come up with strategies that should get you started on the long road to victory.

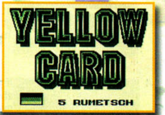
POSSESSION

The first thing to do, of course, is to get control of the ball. If the other team has the ball, the computer will automatically give you control of whoever is the closest to it. If you're running after the ball carrier but can't catch up, simply stop running or run the other way. The computer will soon switch you to someone else. To steal the ball, you have a choice of either a soft tackle or a hard, sliding tackle.





A slide tackle from behind usually nets you a foul and a yellow or red card from the ref.



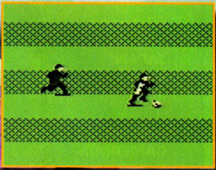
YELLOW CARD

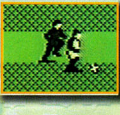
5 RUMETSCH

Two yellow cards equal one red card. If a player gets a red card, he's ejected from the game.

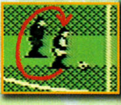
BALL CONTROL

In this game, there are no fancy ball handling tricks, like bicycle kicks or even headers; there's just stealing, passing and shooting. There are ways , though, to give your players the advantage in any battle for the ball. First of all, it helps to memorize team formation before you start a match and to keep an eye on the bottom of the screen to see the name of the ball carrier.

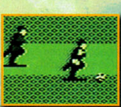




You'll have to rely on speed and player movement, not fancy kicks or dribbling, to keep possession of the ball. If you're being chased or charged by a defender, spin around.



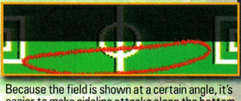
When a defender is close, turn away from him and run around in a circle that's at least the width of a player's body. If the turn is too tight, this trick may not work.



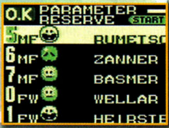
If you're lucky, the spin will confuse your opponent, and he'll freeze in place for a second, giving you time to break away. You may have to spin twice for this trick to work.

SIDELINE RUN

One of the more effective ways to penetrate your opponent's defenses is to use the sideline attack. First run up the field, staying close to the sideline. When you draw near to the penalty box, pass the ball back toward the middle of the field to a waiting teammate. From there, you can make a strike on the goal.



Because the field is shown at a certain angle, it's easier to make sideline attacks along the bottom edge. Before you pass, tap Up to see if a teammate is in the correct position to accept it.



O.K PARAMETER RESERVE START

5 MF RUMETSC

6 MF ZANNER

7 MF BASMER

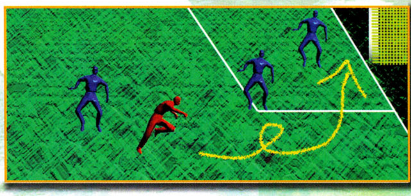
0 FW WELLAR

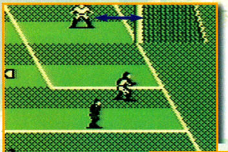
1 FW HEIBSTE

Check your players' condition before the game. Place healthy players in the wing (sideline) positions to make sideline runs.

END RUN

A variation on the sideline attacks is what we call the end run play. Instead of passing the ball back toward the center of the field, hang on to it and continue toward the goal. Spin around to shake off any defenders and then run toward the goal at an angle, aiming between the goalkeeper and the goal. Don't shoot; just run the ball straight in!





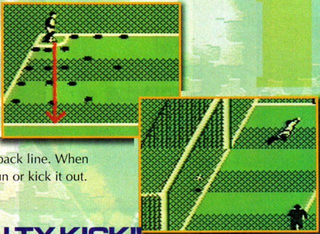
The goalkeeper won't react as quickly to an attack from the flanks as he will to a frontal assault. Don't enter the six-yard (inner) box until the last second, or the keeper will dive for the ball. This trick works best early in a tournament. Once you reach the Qualify Open, keepers will start defending better against this attack.

TRICKS AND TRAPS

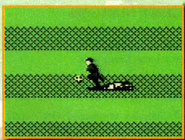
Besides the usual head-on attacks, there are a few sneaky things you can try that are perfectly legal. Just remember that the computer isn't so easily fooled on the medium or high difficulty levels or in the advanced rounds of a tournament.

CORNER KICK

When making a corner kick, always take a shallow angle back toward the goal. This will put the ball into the best spot for a strike. If you're good at scoring off corner kicks, you can try to fool the computer into giving you one. Run the ball up the sideline and spin around right next to the back line. When a defender tries to steal the ball, he may run or kick it out.



DRAW A PENALTY KICK!!



Another sneaky trick is to run the ball into the opposing penalty box and run in circles. With luck, you'll be able to fool a defender into making a slide tackle. If you're running in circles, there's a better chance he'll mistime his tackle and hit you from behind. He'll draw a foul call and you'll get a free shot at the goal. If you're lucky, the defender will even get ejected!

PENALTY
KICK

If you're fouled while in the opposing penalty box, you'll get a penalty kick. It will be just you against the keeper, so make the shot count!

ARENA

Are you game?

THE CHALLENGES

LICENSE TO CHEAT

Nothing's fair in the world of espionage, so it's a good thing we have our Cheats. If you have all 23 of them, send us a pic of your fully-loaded Cheat Menu. To find out the requirements for accessing each cheat, set your sights on Classified Information in Volume 101.

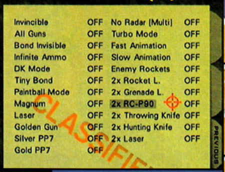
CASINO ROYALE

James Bond's lucky number is 007, but 21 will be your lucky number for this Game Boy challenge. Try your luck at the Blackjack tables, then send us a snapshot of your biggest winnings.

BIRD BOARDING

If you've earned Panda Man and can pull off every move in Training Mode's Trick List, you can hit the slopes on the back of a penguin (for more details, read our 1080° Snowboarding review in Volume 107). Send us a photo of your Penguin Board, and you'll enter the Arena!

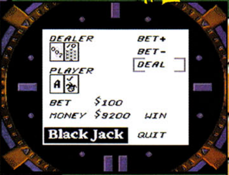
#1



Invincible	OFF	No Radar (Multi)	OFF
All Guns	OFF	Turbo Mode	OFF
Bond Invisible	OFF	Fast Animation	OFF
Infinite Ammo	OFF	Slow Animation	OFF
DK Mode	OFF	Enemy Rockets	OFF
Tiny Bond	OFF	2x Rocket L.	OFF
Paintball Mode	OFF	2x Grenade L.	OFF
Magnum	OFF	2x RC-P90	OFF
Laser	OFF	2x Throwing Knife	OFF
Golden Gun	OFF	2x Hunting Knife	OFF
Silver PP7	OFF	2x Laser	OFF
Gold PP7	OFF		

GOLDENEYE 007

#2



DEALER

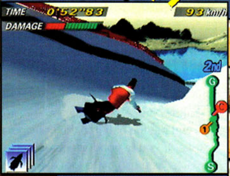
PLAYER

BET $100

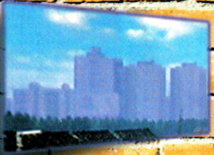
MONEY $9200 WIN

JAMES BOND 007

#3



1080° SNOWBOARDING



HIDE AND SEEK

If you're getting that feeling of déjà vu, it's because you've seen this scene somewhere else in the 'zine. Scan this issue to find out what game you're revisiting.

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Michael Bertig, Coral, PA	1856
Isaac Mackey, Haysi, VA	1853
Josie Ziegler, Cold Spring, MN	1848
Alejandro Ramos, Falcon Heights, TX	1847
Francois Lalande, Hawkesbury, ON	1839
Christopher Fenstermacher, Milton, PA	1833
Josh Godoy, Virginia Beach, VA	1828
Corey Timm, Evansdale, IA	1820
Daniel Beard, Nashville, TN	1819
Vernon Quan, San Francisco, CA	1819
Brandon Jordon, Clarksville, TN	1815
Ian Koelliher, Chatham, NJ	1815
Ben Hulbert, Cary, NC	1813
David Labbe, Quebec City, PQ	1812
Michael Lasky, Reseda, CA	1811
Patrick Custodio, Albuquerque, NM	1809
Adam Henderson, Hurst, TX	1808

MISCHIEF MAKERS

All A or S Grades for Every Stage (Vol. 105)

Johnathan Jesmer, Port Moody, BC
Norman Talento, Chicago, IL

DONKEY KONG LAND 3

Fastest Time Attacks for the Tree Level (Vol. 105)

Michael Guerreiro, Mississauga, ON	1:21.08
David Ploskonka, Churchville, MD	1:21.66
Srinivas Varanasi, Dix Hills, NY	1:22.00

DIDDY KONG RACING

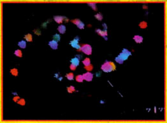
Fastest Times for Spacedust Alley (Vol. 105)

Jason Frank, Rockford, IL	1:46.81
Clifton Poli, Orlando, FL	1:48.61
Devin Folk, Carmichael, CA	1:48.90
Scott Miller, Lodi, CA	1:49.20
Erik Bush, Lake Waccamaw, NC	1:49.43
Mike Donohue, Andover, MA	1:49.96

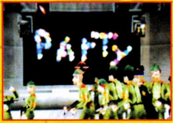
ARENA ART

THE GOLDENEYE GALLERY

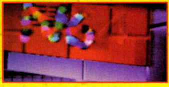
You'll need a keen eye to be a spy, so, in Volume 105, we asked our GoldenEye gamers to try their hands at redecorating. Armed with paintball guns, a few artistic gamers came up with these clever creations.



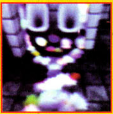
Alan Clontz, Concord, NC
If you squint really hard, it looks like the famous James Bond sniperscope intro.



Robert Coulson, Phoenix, AZ
Isn't that just Bond's luck? He throws a party and no one but Russian soldiers shows up!



Justin Peachey, Stevensville, MI
Free advertising in the Aztec Complex.

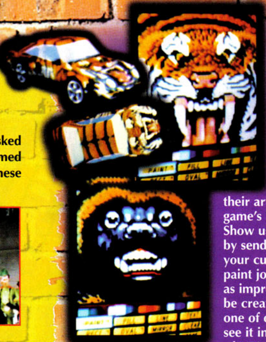


Chris Lonicki , Rocklin, CA
He has urinals for eyes and he's looking out for number one!

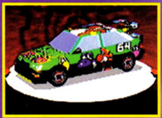
TRY THIS

PAINT SHOP

In addition to exploring Top Gear Rally's miles of roadways, racers can explore their artistic sides with the game's Paint Shop mode. Show us your artistic side by sending us a photo of your customized auto. Your paint jobs don't have to be as impressive as these–just be creative. If your entry is one of our favorites, you'll see it in an upcoming issue of NP!



Matt Yarjau of Turner Valley, Alberta, transformed his ride into a tiger and painted his brother Drew's car into a wolverine.



Thanks to NOA's Chris Campbell, Yoshi's Story is now a part of Top Gear Rally.

In Yoshi's Story, can you make it through Magma Castle without taking a single hit?
A TWISTED CHALLENGE FROM JAMIEN WATSON OF ELKHART, IN

What's the lowest score you can finish Star Fox 64 with while having your wingmen survive every level? A TWISTED CHALLENGE FROM CHUCK GRANT OF PICKENS, SC

Jonathan Hamner, Jonesboro, GA	1:50.18
Andrew Peraza, Highwood, IL	1:51.55
Mike Kapadia, Cherry Hill, NJ	1:52.35
Jon Hanson, Fergus Falls, MN	1:53.03
Jonathan Bryant, Burlington, NC	1:53.35
Zack Gasiorowski, Tinley Park, IL	1:53.40
Brandon Jang, Saratoga, CA	1:53.40
John Sample, Eagle, CO	1:53.51

DIDDY KONG RACING

Fastest Times for Darkmoon Caverns (Vol. 105)

Adam Kilgore, Billings, MT	1:53.26
Jason Frank, Rockford, IL	1:54.61
Andrew Peraza, Highwood, IL	1:55.68
Jon Hanson, Fergus Falls, MN	1:56.30
Kan Zhu, Tempe, AZ	1:56.85
Clifton Poli, Orlando, FL	1:58.93
Matt Underwood, Milbank, SD	1:59.40
Jonathan Hamner, Jonesboro, GA	1:59.51
George Evangelopoulos, Sugarland, TX	1:59.98
Nathan Gray, Thomson, IL	2:01.46
Mike Kapadia, Cherry Hill, NJ	2:01.58
Shaun Khoeis, Charlotte, NC	2:01.66

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than July 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 108

WHO AM EYE?:
Fox McCloud

A CLOSER LOOK:
1. Blast Corps
2. Castlevania: Dracula X
3. Diddy Kong Racing
4. WCW Vs. NWO
5. The Legend of Zelda: Link's Awakening
6. San Francisco Rush
7. Yoshi's Island
8. James Bond 007

Game Boy camera
Nintendo
Game Boy
N64
Super NES

NOW PLAYING

Your Power Guide To The Latest Releases
June 1998

BANJO-KAZOOIE

- Nintendo/128 Megabits
- 1 player
- 3 game save files
- Rumble Pak compatible
- 9 worlds

EVERYONE E CONTENT RATED BY ESRB

The biggest game since Super Mario 64 truly sparkles.

GRAPHICS Once again Rare has raised the standards of video game graphics with this richly textured adventure for Nintendo. Everything from the animation to the use of special lighting and transparency effects dazzles the player.

PLAY CONTROL With 24 moves to learn, it might seem as if Banjo-Kazooie would be difficult to learn. Not so. Bottles the mole is there to help.

GAME DESIGN There are many parallels between Banjo-Kazooie and Super Mario 64, including the use of separate levels connected by a large, central world. But the tasks and puzzles in Banjo-Kazooie are completely fresh, and the characters have more of a loud-mouthed attitude than Mario and crew.

SATISFACTION Everything works well in this game. The experience is absolutely captivating.

SOUND Characters use individualized vocal sounds when text dialogue boxes appear, adding to the flavor of each character. Musical themes and audio indicators add extra depth to the play.

COMMENTS Scott: *Banjo-Kazooie is the best of its breed.* Dan: *Great puzzles and challenge.* Armond: *The graphics are phenomenal, but what's cool is that they're just a teaser for the incredible game play.*

SCORES
A-9.3
D-8.5
SP-9.5
S-9.5
T-9.5

GRAPHICS=9.3 PLAY CONTROL=8.5 GAME DESIGN=9.3 SATISFACTION=9.5 SOUND=9.0

0 2.5 5.0 7.5 10

9.2
OVERALL RATING

BIO FREAKS

- Midway/128 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- 10 fighters

MATURE M AGES 17+ CONTENT RATED BY ESRB

SCORES

A-6.6

D-7.4

P-8.1

SP-8.5

S-9.0

T-7.2

There's a lot more than freaks to this tournament fighter.

GRAPHICS The developers at Saffire managed to add just the right touch of post-industrial grunge to these very original fighters and their perilous arenas. Shadows, lights, rust and bubbling pools of acid all add to the atmosphere. The blood and dismemberment is overdone.

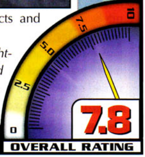
PLAY CONTROL Fast but simple describes the fighting style you'll use in this game. Many of our evaluators called it the fighting game for non-fighting game fans. Using the "enable" options, you can handicap the CPU or yourself to decrease or increase the challenge.

GAME DESIGN Blood, bullets and humor must have been on the minds of the designers when they molded this fighter. It's hard to take the characters too seriously, in spite of lopped off limbs and heads. Some of the options, such as the first-person perspective, are cool mainly as a diversion rather than as a serious fighting option. (If you can master fighting in first person, you totally rule.) The jet boot option that allows flight is a great added touch.

SATISFACTION Biofreaks has a certain flash and appeal, but it may not have the lasting replay value that die-hard fight fans want.

SOUND The voices, the background effects and music are well suited to the theme.

COMMENTS Scott: *I liked the variety of fighters, arenas and options.* Terry: *Torn limbs and spattered blood gets old after a few matches.* Paul: *"It's only a flesh wound!"*



GRAPHICS=**8.1** PLAY CONTROL=**8.0** GAME DESIGN=**8.1** SATISFACTION=**7.3** SOUND=**7.3**

OFFROAD CHALLENGE

- Midway/64 megabits
- 1 or 2 players simultaneous
- Rumble Pak compatible
- 6 courses
- 8 trucks

EVERYONE E CONTENT RATED BY ESRB

SCORES

J-6.9

P-5.1

SP-5.5

S-5.4

T-6.5

Midway brings another arcade classic to the starting line.

GRAPHICS Expect the arcade look and feel on this N64 conversion. The background elements seem flat, but the detail level is fairly good, particularly on the trucks. Frame rate could be a bit faster, but the sense of speed (and the sense of jouncing over bumps) is very good.

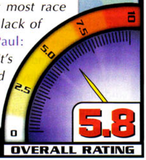
PLAY CONTROL If you've played Cruis'n USA–and who hasn't–you know what to expect from Offroad Challenge. The control has that arcade feel, which means that it's easy to master, but it's about as realistic as driving a truck with a thumb-steered joystick.

GAME DESIGN This game is a straight port from the arcade game, and it doesn't include much in the way of surprises. Four of the trucks are accessible only by a secret code.

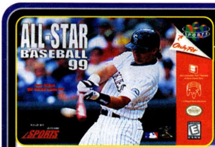
SATISFACTION We would have liked to see more courses and more trucks. Even so, the racing is fun, particularly in two-player mode.

SOUND The background sounds, such as planes and trains, tend to be garbled, but the trucks sound fine.

COMMENTS Scott: *If you love the arcade Offroad, then you'll probably like this game, but most race fans will expect more than they get. The lack of tracks and trucks is a huge oversight.* Paul: *The girls look good, but that's about it. It's like driving a '72 Buick with overboosted power-steering–no road feel.*



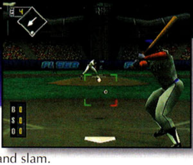
GRAPHICS=**5.8** PLAY CONTROL=**6.0** GAME DESIGN=**5.8** SATISFACTION=**5.8** SOUND=**5.8**



ALL-STAR BASEBALL '99

- Acclaim/96 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- MLB and MLBPA licenses
- Cheat menu

EVERYONE
CONTENT RATED BY ESRB



Acclaim plays hardball on the N64.

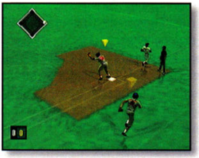
GRAPHICS Wow! The development team at Iguana recreated the animation of players in every aspect of the game. The stadiums are almost photo perfect. Extra camera angles, such as the zoom mode at the plate, give the game an entirely new feel–and it can help your performance, as well.

PLAY CONTROL Acclaim feels that All-Star Baseball is more of a simulation than Griffey, but the differences between the games are fairly minor. Hitting can be a bit tougher in All-Star (depending on the camera) and pitching requires more busy work in selecting and throwing the pitch. The Fielding Assist option is excellent.

GAME DESIGN One unique feature is the Create-a-Player option, and it's very cool. Another nice touch is the minor league taxi squad. All the other modes are what you would expect from a first-rate sports sim.

SATISFACTION Except for the announcers, All-Star Baseball '99 is a winner all around. It's a grand slam.

SOUND The announcers drone on, but otherwise, the crowd sound, anthem and sound effects are fine.



COMMENTS Scott: *I'm going with All-Star over Griffey because of the camera modes and Create-a-Player option.* Dan: *The player and stadium graphics are awesome, but the swing animation seems wrong. Also, some elements aren't intuitive.* Terry: *The Rumble Pak pitching option is great.*

SCORES
D-7.5
E-7.5
P-8.5
SP-8.9
S-7.8
T-9.2

GRAPHICS=9.0 PLAY CONTROL=7.4 GAME DESIGN=8.1 SATISFACTION=8.1 SOUND=7.6

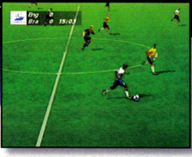
8.1
OVERALL RATING

WORLD CUP 98
Only For
EA SPORTS

WORLD CUP '98

- EA Sports/96 Megabits
- 1 to 4 players simultaneous
- Controller Pak compatible
- 40 teams
- Historical mode

EVERYONE
CONTENT RATED BY ESRB



The latest, greatest soccer experience in the world.

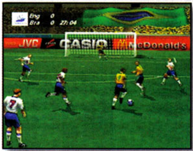
GRAPHICS The graphics in World Cup '98 are even more refined and realistic than the graphics in FIFA: Road to the World Cup '98–and that's saying something. Along with All-Star Baseball '99, World Cup '98 stands out as one of the two best looking sports game ever.

PLAY CONTROL World Cup '98 features a new play-calling system for directing your team on the fly. You'll also find special controller-activated moves that allow you to pull some outrageous stunts, such as faking an injury. Although there still can be slight delays in actions, the overall feel is very good.

GAME DESIGN World Cup '98 may not be a huge leap in quality above Road to the World Cup '98, but it is improved in every area and the better game of the two. The historical mode lets you play with some of the greatest soccer teams and players from the past six decades. A nice touch.

SATISFACTION You won't be disappointed with this game.

SOUND The announcer's play-by-play comments are keyed precisely to the action.



COMMENTS Scott: *For now, this is the game. But ISS '98 may challenge it very soon.* Erich: *The moves and plays emulate true soccer strategies.* Paul: *This was worth the wait.* Terry: This game is too much *like FIFA: Road to the World Cup, but if you don't have that version, pick up this World Cup.*

SCORES
D-8.0
E-7.5
P-9.0
SP-8.5
S-7.9
T-7.9

GRAPHICS=8.7 PLAY CONTROL=8.2 GAME DESIGN=7.5 SATISFACTION=8.2 SOUND=8.3

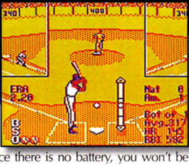
8.1
OVERALL RATING

GAME BOY
ALL-STAR BASEBALL 99

ALL-STAR BASEBALL '99

- Acclaim/4 Megabits
- 1 player
- Passwords
- 6 modes of play
- MLB and MLBPA licenses

EVERYONE
E
CONTENT RATED BY ESRB



Game Boy

SCORES

D-6.6

J-6.9

P-7.85

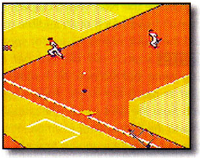
SP-6.45

T-6.7

Take it out to a ball game.

GRAPHICS The developers at Realtime Associates did a solid job for Acclaim in this Game Boy version of All-Star Baseball. The batting view is excellent, but the blank screen that follows a hit can throw off your defensive moves. Animation, although a bit slow, looks convincing.

PLAY CONTROL Players have good control at the plate and on the mound. The speed of defensive players would make a turtle look fast. The result is that you should expect to give up extra bases because of slow fielding.



GAME DESIGN Acclaim really packed this little baseball game. The modes include season play and stats from the '97 season. Since there is no battery, you won't be able to save stats from the season you're playing currently.

SATISFACTION All-Star Baseball '99 for Game Boy is good competition for Ken Griffey Jr. Presents MLB, but unlike Griffey, it doesn't have multiplayer or saved stats or Super Game Boy enhancements.

SOUND Good sound effects and weak music inspire you to turn down the volume on your Game Boy. Silence is golden.

COMMENTS Scott: *It's a good play, but I prefer Griffey for Game Boy on almost every count.* Terry: *Pitching, hitting and fielding are easy to master.* Paul: *It's tough to see where the ball is on the batting screen–what's in or out, high or low.*

0 2.5 5.0 7.5 10

6.9
OVERALL RATING

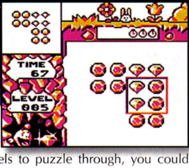
GRAPHICS=7.2 PLAY CONTROL=7.2 GAME DESIGN=6.8 SATISFACTION=6.8 SOUND=6.2

GAME BOY
BRAIN DRAIN
Acclaim

BRAIN DRAIN

- Acclaim/1 megabit
- 1 player
- Passwords
- Super Game Boy enhancements
- 2 modes of play

EVERYONE
E
CONTENT RATED BY ESRB



Game Boy

SCORES

D-6.8

J-6.7

P-7.3

SP-6.3

T-4.7

A not-so-simple puzzle game from Acclaim.

GRAPHICS The two elements that really matter in this game–the cursor and the tiles–are easy to distinguish, making the basic moves simple to perform. There's no razzle-dazzle, but when you're aiming for deep focus, who wants flash?

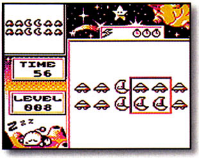
PLAY CONTROL Shifting and rotating the cursor square is the only real move in the game. Both of these moves work smoothly.

GAME DESIGN Brain Drain is a deceptive puzzler. The first few puzzles are so easy that you might discount the game. But after a dozen or so levels, the complexity becomes quite interesting and the clock finally becomes a factor. The inclusion of bonus levels, teaser blocks and special power-ups all add to the variety and interest of the game.

SATISFACTION Tetris Attack players and other puzzle fans who love complexity masked as simplicity will enjoy draining their brains. With two hundred levels to puzzle through, you could spend a lot of time with Brain Drain.

SOUND The sound provides a useful timing clue since the music changes as you near the time limit.

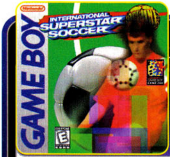
COMMENTS Scott: *The game started to grow on me after a few dozen puzzles.* Dan: *It's like those plastic slider puzzles–simple but addictive. It seems a little too easy at first so you have to stick with it.*



0 2.5 5.0 7.5 10

6.3
OVERALL RATING

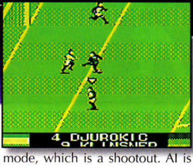
GRAPHICS=6.0 PLAY CONTROL=7.0 GAME DESIGN=6.6 SATISFACTION=6.0 SOUND=5.8



INTERNATIONAL SUPERSTAR SOCCER

- Konami/2 megabits
- 1 player
- Passwords
- 3 modes of play
- Super Game Boy enhancements

EVERYONE
E
CONTENT RATED BY ESRB



SCORES
E-6.8
J-7.2
P-8.6
SP-7.7
S-6.7
T-6.3

Konami scores big with a superstar for Game Boy.

GRAPHICS Even on the small screen, the graphics in International Superstar Soccer look terrific–certainly the best of any Game Boy soccer title. Although you don't get much of a frame rate, you can still see the nuances of player moves such as fakes and fouls.

PLAY CONTROL On the pitch, play control is pretty much limited to the basics, such as dribbling, passing, shooting and tackling, but players can set up formations and strategies, as well, adding even more to their control of the action.

8 JORANOVIC

GAME DESIGN Konami included the basics: an exhibition match, an International Cup, and P.K. mode, which is a shootout. AI is pretty good, but there are a few defensive holes.

SATISFACTION ISS 64 made its mark by giving players the most user-friendly soccer interface ever. ISS for Game Boy does the same trick on the smaller format. Soccer fans will want to check it out.

SOUND Unlike the N64 version of ISS, this Game Boy cousin doesn't leave much of an audible mark. There's no voice, and the music seems wrong for sports.

COMMENTS Scott: *I still like the old Nintendo World Cup game, but this new ISS is more realistic and just as much fun.* Erich: *This is a great conversion from the N64 game. The graphics are clean and the play control is simple.* Paul: *A tad slow, but everything moves to scale.*

7.1
OVERALL RATING

GRAPHICS=8.0 PLAY CONTROL=7.0 GAME DESIGN=6.5 SATISFACTION=7.3 SOUND=6.2

GAME BOY
FINAL FANTASY ADVENTURE

FINAL FANTASY ADVENTURE

- Sunsoft/2 Megabits
- 1 player
- Battery-backed memory

EVERYONE
E
CONTENT RATED BY ESRB

HP 231 MP 55 G65535

SCORES
E-6.8
J-7.8
SP-8.4
P-8.4
T-7.0

One of the best adventures ever returns to Game Boy.

GRAPHICS Patterned after overhead adventures such as the Zelda series, FF Adventure may be one of the best examples that wasn't designed by Shigeru Miyamoto. The graphics give you a sense of exploration in a wide world, even on the small Game Boy screen and without Super Game Boy enhancements.

PLAY CONTROL Real-time actions are responsive, and menu options are easy to use, making FFA the easiest to learn of the rereleased Final Fantasy Game Boy games.

GAME DESIGN Although FFA isn't a true RPG, Final Fantasy vets will recognize many elements of the series, including the mix of magic and technology. More important to the game play is the size and non-linear nature of the game, with lots of exploring, chopping down trees and talking to characters.

SATISFACTION Zelda fans who haven't experienced FFA should not miss the chance now that Sunsoft is bringing the game back. You'll have dozens of hours of adventure in a rich gaming world.

SOUND Very good and surprisingly complex music.

COMMENTS Scott: *It's more of a Zelda-like adventure than other FF games. It's also one of my all-time favorites. Get it while it lasts.* Terry: *My advice is always, always, always carry four keys or you could get stuck forever in a maze.*

HP 333 MP 21 G65535

7.7
OVERALL RATING

GRAPHICS=7.2 PLAY CONTROL=7.6 GAME DESIGN=7.8 SATISFACTION=8.6 SOUND=6.2

GAME BOY
camera
TURNS ANY GAME BOY SYSTEM INTO A DIGITAL CAMERA
GAME BOY
camera

GAME BOY CAMERA

- Nintendo/8 Megabits
- 1 photographer
- Game Boy required
- Game Link to another other Camera is possible
- Game Boy Printer compatible

EVERYONE E CONTENT RATED BY ESRB

SCORES

D-7
E-7.3
J-10
SP-8.2
S-9.2
T-8

The most unusual and creative Game Boy software of all time.

GRAPHICS The number of things you can do with the images is the impressive part of the Game Boy Camera program. The actual images tend to be grainy, particularly when the subject is not close to the camera lens.

PLAY CONTROL The Game Boy Camera program that runs all the options is fairly easy to navigate, but there are some hidden commands that give the interface a more game-like feel. Cursor controls in the paint program are a bit limited, but you do have control of pen size and cursor speed.

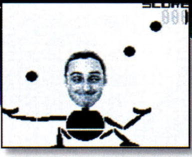
PROGRAM DESIGN The level of depth in the camera program is amazing. Not only can you create fun, still shots, panoramas, animations, and music, you can also play games with your creations.

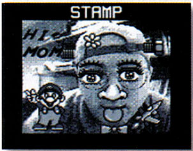
SATISFACTION It's easy and fun to use. The games are very simple, though, so don't expect hours of gaming. This is a creative program along the lines of Mario Paint.

SOUND The sound is very good, and you can edit and create your own DJ tunes. Very cool.

COMMENTS

Jason: *The special effects and DJ feature make this far more than a gimmick or toy. I'm taking way too many dopey pictures of myself and sticking them all over my computer, car and apartment.* Terry: *This is breakthrough technology, but it does have limits.* Dan: *As the Cat in the Hat would say, "It's fun to have fun but you have to know how."*





8.3
OVERALL RATING

GRAPHICS=8.0 PLAY CONTROL=7.3 GAME DESIGN=9.0 SATISFACTION=9.0 SOUND=7.2

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARMOND-Fighting, RPGs, Adventures
DAN-Action, Adventures, Sports
ERICH-Sports, RPGs, Adventures
HENRY-Fighting, Action, Sports
JASON-Adventures, Action, Puzzles
MARTY-Sports, Action, Adventures
PAUL-Fighting, Sports, Simulations
SCOTT (SP)-Sports, Simulations, Adventures
SONJA-Puzzles, RPGs, Fighting
TERRY-RPGs, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 25%
GRAPHICS: 20%
SATISFACTION: 25%
PLAY CONTROL: 20%
SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NO RATING NR PRODUCT PRODUCED PRE-ESRB **Games that were released prior to the commencement of the ratings system are designated NR.**

EVERYONE E — **All Ages**
EARLY CHILDHOOD EC — **Early Childhood**
TEEN T AGES 13+ — **Teen (13+)**
KIDS TO ADULTS K-A — **Mature (17+)**
ADULTS ONLY AO — **Adult (18+)**

WCW/NWO LIVE
SPIRIT
Pay per play?

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

KNIFE'S EDGE

3-D shoooting goes ballistic!

SUPER MARIO RPG 2

Plumbing for adventure.

BOMBERMAN HERO

A short fuse to fun.

WWW.NINTENDOSPORTS.COM

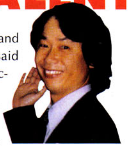
NINTENDO SPORTS
BASKETBALL
TODAY'S FEATURES

Power Source takes the field.

MIYAMOTO CHOSEN AS INDUSTRY'S TOP VIDEO GAME TALENT

The creator of the most popular video games of all time will be honored by the Academy of Interactive Arts and Sciences during the first annual awards ceremony at E3 this year. Shigeru Miyamoto will be inducted into the Hall of Fame for his contributions to the video game industry. We can't think of a better recipient. In fact, it's going to take some doing for any other developer to even be mentioned in the same breath as the great Miyamoto. His games have sold literally in the tens of millions of copies around the world. His characters have moved on to television and movie fame, not to mention appearing on countless licensed products. His contribution to Nintendo's success over most of the past two decades can hardly be calculated.

"Mr. Miyamoto has been instrumental in creating an entire generation of avid video game players..."



"We established this award to honor those individuals who have made the most enduring, ground breaking, and seminal contributions to the world of interactive entertainment and information," said Jim Charne, executive director and president AIAS. "Mr. Miyamoto has been instrumental in creating an entire generation of avid video game players and has helped to make this industry the 5 billion dollar industry it is today."

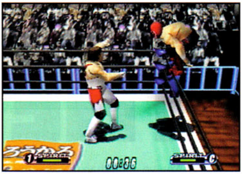
It's clear that the video game world would be a completely different place without his wonderful imagination, his love of fun and exploration, and his determination to create the finest games no matter what it takes. This award comes at the debut of The Legend of Zelda–Ocarina of Time, possibly the greatest game in his growing library of masterpieces, which brings up the question: How many Hall of Fame awards can one person win?

WCW/NWO LIVE

Just when you thought you'd seen every possible move, pose, throw and pin, THQ comes back with a new wrestling game, WCW/NWO Live. Is it overkill? We don't think so. Asmik, the same developer that put the holds and headbanging into last winter's hit title, WCW vs. NWO: World Tour, has done it again, but the wrestlers are bigger, meaner, and louder than before.

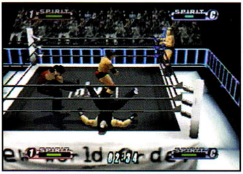
For Ric Flair's retirement fund

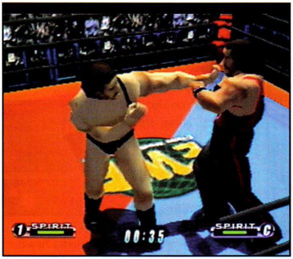
This ring romp features 50 of the top wrestlers from both the WCW and NWO, and the game more closely follows the actual series of events as seen on TV. As the game progresses, players will be able to track wins and losses and follow the intricacies of who has the title, who had the title, and who is bent on getting the title. In the main Championship mode, players choose their favorite wrestlers then battle randomly selected opponents, winning titles and belts as they go. It's a lot like the season mode in other sports games. In the Battle Royal mode, up to four players can join in simultaneously as 40 video wrestlers struggle for the crown. In this royal rumpus, four wrestlers are in the ring at any one time. Defeated wrestlers are replaced by fresh meat and the last man standing wins the title.

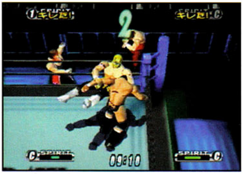


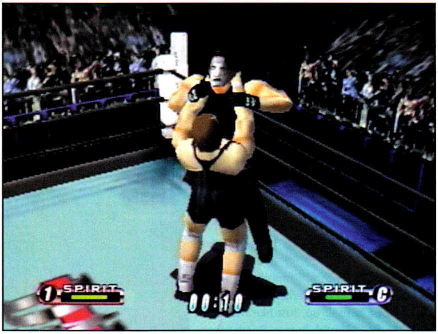
Where's the Ding-Ding Guy?

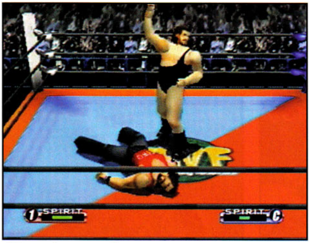
This bigger WCW game also includes a Spirit Meter, more weapons than the previous game, and instant replays of spectacular finishing moves and submissions so players can bask in their moments of glory. WCW/NWO Live will also include hidden wrestlers who become playable only during the course of play. Players will also have to deal with angry wrestlers who want to pick a fight. Even the crowds will be rowdy and ready to brawl. The early results are very promising. By this fall, the real test will be at hand when WCW/NWO Live is released in prime time.











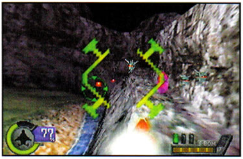
"That's gonna leave a mark." K. Nash

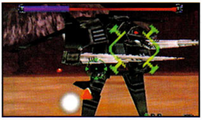
Pak Play

Hands-on previews of upcoming games.

ON THE EDGE

Space is a dangerous place. You've got your exploding super novas to worry about, comets raining out of the sky, cosmic rays and, of course, hostile, blood-sucking aliens who have nothing better to do than threaten the human race. In Kemco's upcoming space shooter, Knife's Edge, you'll be able to do something about this last threat, using lasers and a powerful arsenal of special weapons to blast an army of alien robots and mechanoids who have invaded Mars. Dropped from orbit in an experimental fighter, you must clean up Mars and save the human colonies. The action takes place in a forward–scrolling corridor. You are the gunner and weapons officer, so you don't have to worry about steering. All you do is frag aliens and grab power–ups. Knife's Edge is a 3-D version of the venerable forced-scrolling space shooter genre like R-Type and Gradius. The early version we played included a heads-up targeting system and cool-looking Martian terrain. Clearly the development team at Kemco in Japan has been having fun with the N64. The explosions, special effects and cinematic cut scenes are all impressive. Unfortunately, even if you clean up the bad guys in Knife's Edge, there's still not much you can do about exploding stars. Space is still a dangerous place.



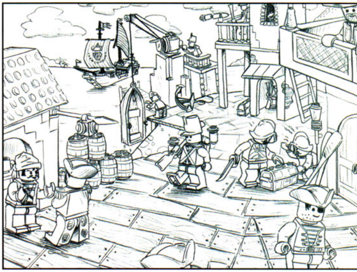


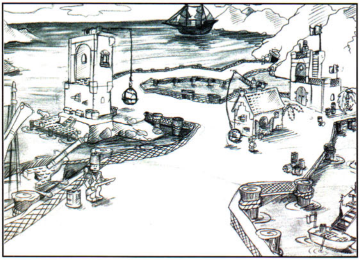
BOMBERMAN HERO

Bomberman Hero, a game that Hudson created in Japan, will be released this fall in North America by Nintendo. This marks the first time that the Bomberman character has had a true action-adventure style game with full mobility. This B-man can jump up to a ledge, grab hold of it, and hoist himself up, just like Mario in Super Mario 64 could. In fact, Bomberman Hero is more like Super Mario 64 than it is like Bomberman 64. In addition to the new moves, Bomberman also makes use of some cool technology, such as the Bomber Marine submarine setup, which allows our hero to cruise through watery worlds. This is a true adventure starring Bomberman instead of a puzzle game attached to the traditional Bomberman multiplayer game. We think it's the best thing to happen to Bomberman since the fuse, and it may finally bring Bomberman the fame he deserves.

LEGO RACERS

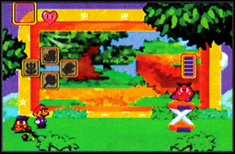
One of the greatest toys of all time will soon have a new life on the N64. LEGO Racers from LEGO Media makes the most of the LEGO name by allowing players to construct their own race cars with virtual LEGO pieces. Once they've built their perfect machines, they can go head-to-head with other racers on LEGO tracks with pirate, space, castle and other themes. As they win races, they'll collect additional LEGO sets they can use to build new cars. Racers can find hidden elements and LEGO characters scattered about as well. The developers at High Voltage Software also say there will be a power–up system. To give you an idea of the types of tracks you'll encounter in LEGO Racers, the developers sent these cool sketches, which are being used to design the game. We haven't had a chance to play LEGO Racers yet, but since we spent most of our early years building LEGO cars and worlds, we felt that this article belonged on the play test page. Well before the time LEGO Racers is released, perhaps in the first quarter of 1999, we expect to have more hands-on news for you.



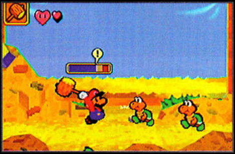


MARIO'S NEW ROLE

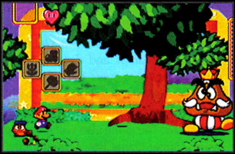
Super Mario RPG 2 may still be a long way off, but epic gamers and Mario fans in North America may well start counting the days once they see what's in store for them. The most striking element of Super Mario RPG 2 is the unique artistic style of the game world and characters. Whereas Yoshi's Story gave players a 3-D look in a 2-D game world, this game has a 2-D look in a 3-D world. The result is a sort of animated painting. Within the artistry, though, you'll find familiar friends and foes from the Mario series. Goombas and Koopas may even turn out to be your friends, as seen in the screen shots here. The battle scenes use a system similar to that found in Super Mario RPG for the Super NES, but companions do their own fighting without the need for your commands. The development team at HAL in Japan hasn't revealed much about the story yet, but from what we've seen, it's going to be super.

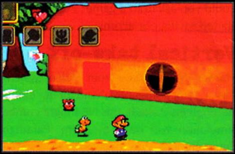


Just as in Super Mario RPG for the Super NES, Mario chooses between four actions during battle.



It looks like the Hammer Bros. were careless with their mallet again. In the photo below, Mario is joined by a friend.





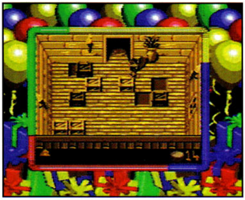
Goombas can be good

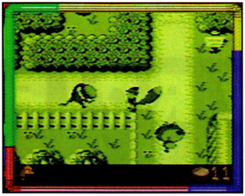
Pak Peeks

What's breaking in the world of games.

Conker's Pocket Tales

Conker, the bushy-tailed hero of Twelve Tales: Conker 64, will star in a second game this year when his first Game Boy adventure is released. Pocket Tales includes fiendish puzzles, hidden secrets, over 30 enemies and six bosses in an overhead, RPG-action style game along the lines of Zelda: Link's Awakening. The adventure moves through seven sprawling worlds and more than 100 sub levels. It's battery-backed, Super Game Boy enhanced, and it's from Rare. What more could you ask from a game? We've already started saving our acorns.





Vertical take-off

Harrier: Strike Force from Video Systems has a tough mission ahead of it. Unlike Aerofighters Assault, this N64 flight combat simulation will be a true sim. Paradigm Entertainment, the developer of Harrier, hopes to recreate the sense of realism for which the company earned its reputation as a creator of military flight simulations. The N64 game will feature the U.S. and British versions of the versatile aircraft, and Video Systems hopes to include as many as 50 missions in a 128-megabit Game Pak. We expect Harrier: Strike Force to get off the ground this fall.

Back to Las Vegas

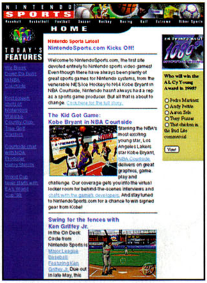
Cast your mind back to the final years of the NES era and you may recall talk of a game titled Déjà Vu 2: Ace Harding In Las Vegas. The game never was released, but it will get a second chance, thanks to Game Boy Color. According to Kemco, it should be a fairly easy task to convert the game to Game Boy format, and with the new Game Boy Color, Déjà Vu 2 should be a dead ringer for the original game that never saw the light of day. For those of you who missed the first Déjà Vu game, Ace Harding was a gritty detective who woke up in a bathroom stall with a throbbing head and a murder rap pinned to his lapel. The first-person whodunit followed the old Shadowgate formula in which players moved between a series of static locations, searching for clues and solving puzzles. Déjà Vu 2, as the subtitle implies, moves the mystery location to Las Vegas. For Game Boy Color and Kemco, it seems like a good bet.

Big screen, little screen

Disney's Mulan will arrive in theaters this summer at about the same time that THQ releases a Game Boy action title based on the new animated feature. Fa Mulan's quest to restore her family's honor will take her into enemy camps and danger. The side-scrolling action covers ten stages, and it includes intricate puzzles as well as hand-to-hand combat using swords and bow-and-arrow. The game also will feature passwords, Super Game Boy compatibility and a unique map interface. Just as long as it doesn't have a raccoon, we'll be happy.

Nintendo sports on-line

For the past several years, Nintendo Power Source has been the home of the best inside information on N64 games in cyberspace. Beginning in May, we expanded our coverage with the introduction of an all-sports site on the world wide web. NintendoSports.com covers the growing library of N64 sports titles from Nintendo, Acclaim, EA Sports, Midway, Konami and other N64 publishers. The free-access site contains game reviews and special inside interviews with members of development teams. You'll also find comments from top sports figures, and we have plans to include giveaway contests, interactive competitions and coverage of major video game sporting events. For video game sports fans, the place to be is **www.nintendosports.com.**



Nintendo Sports Latest
NintendoSports.com Kicks Off!

Welcome to NintendoSports.com, the first site devoted entirely to Nintendo sports video games! Even though there have always been plenty of great sports games for Nintendo systems, from the venerable NES Ice Hockey to N64 Kobe Bryant in NBA Courtside, Nintendo hasn't always had a rep as a sports game producer. But all that is about to change. Click here for the full story.

The Kid Got Game:
Kobe Bryant in NBA Courtside

Starring the NBA's most exciting young star, Los Angeles Lakers star Kobe Bryant, NBA Courtside delivers on great graphics, game play and challenge. Our coverage gets you into the virtual locker room for behind-the-scenes interviews and chats with the game's developers. And stay tuned to NintendoSports.com for a chance to win signed gear from Kobe!

Swing for the fences with
Ken Griffey Jr.

In the On Deck Circle from Nintendo Sports is Major League Baseball Featuring Ken Griffey Jr. Due out in late May, this

Who will win the AL Cy Young Award in 1998?

○ Pedro Martinez
○ Andy Pettitte
○ Aaron Sele
○ Tony Fossas
○ That chicken in the Bud Lite commercial

Vote!

N64 updates

The rush to release N64 titles continues at Midway without any perceptible loss of momentum as we head toward the second half of 1998. The Big M's need for speed will be realized in three new racing titles: Rush 2, California Speed and Micro Machines V3. If it's speed on ice you prefer, Midway has confirmed that a new

COMING SOON

Gretzky is on the way for this fall's hockey season. Quake II for the N64 won't come from Midway, the publisher of Quake 64, but from Activision.

Elsewhere in sports, EA Sports plans to release all of the following titles this year: NASCAR®99, Madden NFL®99, NHL®99, and NBA Live '99. Don't miss the first shots of the new Madden game in this month's E3 special.

Last month we wondered what was going on with Duel Heroes from Hudson Soft. Well, this month we've dug up an answer. Electro Brain is getting into the N64 publishing game by picking up Heroes. Hudson has spent the last several months tweaking the game play.

In addition to all the other Acclaim products scheduled for release this year on the N64, expect to see Re-Volt, a racing game, and South Park, which is based on the hit comedy series on Comedy Central.

Ocean/Infogrames also has a couple of new racers revving up for release this year. V-Rally '98 Championship Edition is a four-player, eight-course rally game that hails from Infogrames. GT 64 Championship Edition comes from Imagineer and concentrates on city courses.

Sun Corporation has been getting very active recently. In addition to a flock of classic Game Boy rereleases, Sun is looking at releasing two more N64 titles, Magic Flute and Chameleon Twist 2.

Take 2 Entertainment told your Pak Watchers that, in addition to Space Station Silicon Valley, the up-and-coming publisher will be producing an N64 version of Grand Theft Auto, a hit game from the PC world. And last, but not least, the rumor in Japan is that Ogre Battle 64 is in the works at Quest. We don't have confirmation of this yet, and no North American publisher has claimed the game, but the usually reliable source insists that it is true.

Bomberman Hero

Nintendo

Earthworm Jim 3-D

Interplay

F-Zero X

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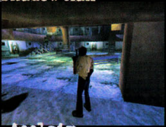
Nintendo

Space Station Silicon Valley

Take 2

Shadow Man



Acclaim

WCW/NWO Live

THQ

PAK WATCH

RELEASE FORECAST

N64

BOMBERMAN HERO	FALL '98
BUCK BUMBLE	FALL '98
CASTLEVANIA 3D	FALL '98
DEADLY ARTS	SUMMER '98
DUEL HEROES	SUMMER '98
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3-D	SUMMER '98
EXTREME-G 2	FALL '98
F-ZERO X	FALL '98
FLYING DRAGONS	SUMMER '98
GEX II: ENTER THE GECKO	SUMMER '98
GT 64 CHAMPIONSHIP EDITION	SUMMER '98
HARRIER: STRIKE FORCE	FALL '98
HYBRID HEAVEN	FUTURE
IGGY'S RECKIN' BALLS	SUMMER '98
ISS '98	SUMMER '98
KNIFE'S EDGE	FALL '98
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MADDEN NFL '99	FALL '98
MIKE PIAZZA'S STRIKE ZONE	SUMMER '98
MISSION: IMPOSSIBLE	SUMMER '98
MORTAL KOMBAT 4	SUMMER '98
NBA JAM 64	FALL '98
NBA LIVE '99	FALL '98
NFL BLITZ	FALL '98
NFL QB CLUB 99	FALL '98
OFFROAD CHALLENGE	FALL '98
QUEST 64	SUMMER '98
SHADOWGATE 64	FALL '98
SHADOW MAN	FALL '98
SPACE STATION SILICON VALLEY	SUMMER '98
SPACE CIRCUS	FALL '98
SUPERMAN	SUMMER '98
SURVIVOR	FALL '98
TONIC TROUBLE	FALL '98
TUROK 2: SEED OF EVIL	FALL '98
TWELVE TALES: CONKER 64	FUTURE
TWISTED EDGE SNOWBOARDING	FALL '98
WCW/NWO LIVE	FALL '98
WIPEOUT 64	FALL '98
WWF: WAR ZONE	SUMMER '98
LEGEND OF ZELDA-OCARINA OF TIME	FUTURE

Game Boy

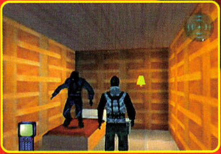
ALL-STAR BASEBALL '99	SUMMER '98
BOMBERMAN GB	SPRING '98
BOMBERMAN POCKET	FALL '98
BRAIN BUSTER	SPRING '98
BUST-A-MOVE 3	FALL '98
CONKER'S POCKET TALES	FUTURE
DEJA' VU 2	FALL '98
DISNEY'S MULAN	FALL '98
GAME & WATCH GALLERY II	FALL '98
HARVEST MOON GB	SPRING '98
ISS '98	SUMMER '98
NBA JAM '99	FALL '98
QUEST FOR CAMELOT	SUMMER '98
TOP GEAR POCKET	FALL '98
TUROK 2	FALL '98
WWF: WAR ZONE	SUMMER '98

Coming Next Issue....

Volume 110 July 1998

MISSION: IMPOSSIBLE

Good morning, Mr. Phelps. Ocean of America has penetrated your organization and replicated the Mission: Impossible team's most secret operations. Now Nintendo Power is about to blow the lid off the intelligence community by publishing an exposé of your best work. The Secretary has already disavowed all knowledge of you or this game. Good luck, Jim.



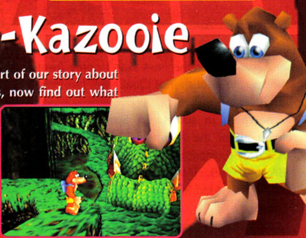
WWF: WAR ZONE

SHAWN MICHAELS
9:35
BULLDOG
PAIN

Can you hold your own against the likes of Shawn Michaels, British Bulldog and Shamrock? Or will you end up buried in the War Zone by The Undertaker or one of the other WWF superstars? It's a war out there, so make sure you know how to survive by studying next month's eight-page strategy review.

Banjo-Kazooie

You've read the first part of our story about the birds and the bears, now find out what happens as we show you how to sort out the puzzling secrets in Bubble Gloop Swamp, Freezeezy Peak and Gobi's Valley.



F-Zero X

See what it's like to race at the edge of the speed of sound. Your first test ride will be here in July.

PLUS!
Power Celebrates Ten Years in July!

Quest 64

Quest 64's Celtland is the setting for N64 adventure. Do you know where to look to find the mystical Eltale Book? Next month's review has the hints and facts for keeping you on the road to high adventure.

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. BioFreaks
7. Blast Corps
8. Bomberman 64
9. Chameleon Twist
10. Clay Fighter 63 ⅓
11. Cruis'n USA
12. Dark Rift
13. Diddy Kong Racing
14. Doom 64
15. Duke Nukem 3-D
16. Extreme-G
17. F1 Pole Position 64
18. FIFI Road to World Cup '98
19. FIFA Soccer 64
20. Fighter's Destiny
21. Forsaken
22. GoldenEye 007
23. Hexen
24. Iggy's Reckin' Balls
25. International Superstar Soccer 64
26. Jeopardy!
27. Killer Instinct Gold
28. Kobe Bryant in NBA Courtside
29. Mace the Dark Age
30. Madden 64
31. Mario Kart 64
32. Mike Piazza's StrikeZone
33. Mischief Makers
34. MLB Featuring Ken Griffey Jr.
35. Mortal Kombat 4
36. Mortal Kombat Mythologies: Sub-Zero
37. Mortal Kombat Trilogy
38. Multi Racing Championship
39. Mystical Ninja Starring Goemon
40. Nagano Winter Olympics '98
41. NBA Hangtime
42. NBA in the Zone '98
43. NFL Quarterback Club '98
44. NHL Breakaway '98
45. NHLPA and NHL Present Gretzky's 3-D Hockey '98
46. Olympic Hockey Nagano '98
47. PilotWings 64
48. Quake
49. Rampage World Tour
50. Robotron 64
51. San Francisco Rush: Extreme Racing
52. Snowboard Kids
53. Star Fox 64
54. Star Wars: Shadows of the Empire
55. Super Mario 64
56. 1080° Snowboarding
57. Tetrisphere
58. Top Gear Rally
59. Turok: Dinosaur Hunter
60. Virtual Chess 64
61. War Gods
62. Wave Race 64
63. Wayne Gretzky's 3-D Hockey
64. WCW Vs. NWO: World Tour
65. Wetrix
66. Wheel of Fortune
67. World Cup '98
68. Yoshi's Story

Super NES

69. Aaahh!!!! Real Monsters
70. Addams Family Values
71. The Adventures of Batman & Robin
72. Aerobiz Supersonic
73. Animaniacs
74. Arcade's Greatest Hits
75. Arcade's Greatest Hits: The Atari Collection 1
76. Arkanoid: Doh It Again
77. Bass Master II
78. Bass Masters Classic Pro Edition
79. Bassin's Black Bass with Hank Parker
80. Boogerman
81. Breath of Fire II
82. Brunswick's World Tournament of Champions
83. Bust-A-Move
84. Castlevania Dracula X
85. Chrono Trigger
86. Civilization
87. Clue
88. Dirt Trax FX
89. Disney's Aladdin
90. Donkey Kong Country
91. Donkey Kong Country 2
92. Donkey Kong Country 3
93. Doom
94. EarthBound
95. Earthworm Jim
96. Earthworm Jim 2
97. FIFA Soccer '97
98. Final Fantasy II
99. Final Fantasy III
100. Final Fight 3
101. Frank Thomas Big Hurt Baseball
102. Harvest Moon
103. Illusion of Gaia
104. Jungle Strike
105. Ken Griffey Jr. Presents: MLB
106. Ken Griffey Jr.'s Winning Run
107. Killer Instinct
108. Kirby Super Star
109. Kirby's Dream Course
110. Kirby's Dream Land III
111. The Legend of Zelda: A Link to the Past
112. Looney Tunes B-ball
113. The Lost Vikings II
114. Lufia II
115. Madden NFL '98
116. Mario Paint
117. Maui Mallard in Cold Shadow
118. Mega Man X
119. Mega Man X2
120. Mega Man X3
121. Mega Man 7
122. Monopoly
123. Mortal Kombat II
124. Mortal Kombat 3
125. Ms. Pac-Man
126. NBA Give 'n' Go
127. NBA Hangtime
128. NBA Jam
129. NBA Jam Tournament Edition
130. NBA Live '98
131. NFL Quarterback Club '96
132. NHL '98
133. Ogre Battle
134. Pitfall
135. Road Rash
136. Secret of Evermore
137. Secret of Mana
138. SimCity
139. SimCity 2000
140. Space Invaders
141. Spawn
142. Star Fox
143. Street Fighter Alpha 2
144. Street Fighter II
145. Street Fighter II Turbo
146. Stunt Race FX
147. Super Bomberman 2
148. Super Mario All-Stars
149. Super Mario Kart
150. Super Mario RPG
151. Super Mario World 2: Yoshi's Island
152. Super Metroid
153. Super Punch-Out!!
154. Super Star Wars
155. Super Street Fighter II
156. Tecmo Super Bowl III: Final Edition
157. Tetris & Dr. Mario
158. Tetris Attack
159. Timon & Pumbaa's Jungle Games
160. Top Gear 3000
161. Ultimate Mortal Kombat 3
162. Uniracers
163. Urban Strike
164. WWF Raw
165. WWF Wrestlemania: The Arcade Game
166. X-Men: Mutant Apocalypse
167. Zoop

Game Boy

168. Adventure Island
169. Aladdin
170. Alien Games
171. Animaniacs
172. Asteroids/Missile Command
173. Battle Arena Toshinden
174. Battle Zone/Super Breakout
175. Black Bass Lure Fishing
176. Bomberman GB
177. Brain Buster
178. The Bugs Bunny Crazy Castle 2
179. Bust-A-Move 2
180. Casino Funpak
181. Castlevania Adventure
182. Castlevania Legends
183. Castlevania II: Belmont's Revenge
184. Centipede/Millipede
185. College Slam
186. Contra: The Alien Wars
187. Defender/Joust
188. Desert Strike
189. Donkey Kong Land
190. Donkey Kong Land 2: Diddy's Kong Quest
191. Donkey Kong Land 3
192. Donkey Kong '94
193. Dr. Mario
194. Earthworm Jim
195. The Fidgetts
196. FIFA Road to World Cup '98
197. Final Fantasy Adventure
198. Final Fantasy Legend
199. Final Fantasy Legend II
200. Final Fantasy Legend III
201. 4-in-1 Fun Pak
202. Frank Thomas Big Hurt Baseball
203. Galaga/Galaxian
204. Game & Watch Gallery
205. Harvest Moon
206. Hercules
207. Iron Man X-O Manowar In Heavy Metal
208. International Superstar Soccer '98
209. James Bond 007
210. Jeopardy! Platinum Edition
211. Jungle Strike
212. Jurassic Park 2
213. Ken Griffey Jr. Presents: MLB
214. Killer Instinct
215. Kirby's Block Ball
216. Kirby's Dream Land
217. Kirby's Dream Land 2
218. Kirby's Pinball Land
219. Kirby's Star Stacker
220. Lamborghini American Challenge
221. Legend of the River King GB
222. The Legend of Zelda: Link's Awakening
223. The Lion King
224. The Lost World: Jurassic Park
225. Madden '96
226. Marble Madness
227. Mario's Picross
228. Maui Mallard in Dark Shadow
229. Mega Man
230. Mega Man V
231. Metroid II: Return of Samus
232. Mickey Mouse: Magic Wand
233. Mole Mania
234. Mortal Kombat/Mortal Kombat II
235. Mortal Kombat II
236. Mortal Kombat 3
237. Ms. Pac-Man
238. Mystical Ninja Starring Goemon
239. NBA Jam
240. NBA Jam Tournament Edition
241. NBA Live '96
242. NHL '96
243. Operation C
244. Pac-Man
245. Paperboy
246. Primal Rage
247. Ring Rage
248. Solitaire FunPak
249. Space Invaders
250. Street Fighter II
251. Super Mario Land
252. Super Mario Land 2: 6 Golden Coins
253. Super Return of the Jedi
254. Superman
255. Sword of Hope II
256. Tamagotchi
257. Tetris
258. Tetris Attack
259. Tetris Blast
260. Tetris Plus
261. Tetris 2
262. Turok: Battle of the Bionosaurs
263. Urban Strike
264. Vegas Stakes
265. Wario Blast
266. Wario Land: Super Mario Land 3
267. Wario Land II
268. WWF Raw
269. Zoop

Upcoming Releases & Other Picks

270. Addams Family Pinball (N64)
271. Andretti Racing (N64)
272. Body Harvest (N64)
273. Bomberman Hero (N64)
274. Buck Bumble (N64)
275. Bust-A-Move 2 (N64)
276. Caesar's Palace (N64)
277. Chopper Attack (N64)
278. Command & Conquer (N64)
279. Cruis'n World (N64)
280. Deadly Arts (N64)
281. Dracula 3-D (N64)
282. Dragon Storm (N64)
283. Dual Heroes (N64)
284. EarthBound 64 (N64)
285. Earthworm Jim 3-D (N64)
286. Extreme-G II (N64)
287. Extreme Sports (N64)
288. F-Zero X (N64)
289. Flying Dragons (N64)
290. Game & Watch Gallery 2 (Game Boy)
291. Game Boy Camera & Printer
292. Game Boy Color
293. Game Boy Pocket
294. Gex II: Enter the Gecko (N64)
295. Golden Nugget (N64)
296. Harvest Moon (N64)
297. Hybrid Heaven (N64)
298. International Superstar Soccer '98 (N64)
299. Kirby's Air Ride (N64)
300. Knife Edge (N64)
301. LastLegion UX (N64)
302. Lego Racers (N64)
303. Lode Runner 64 (N64)
304. Looney Tunes Racing (N64)
305. Magic: The Gathering (N64)
306. Mario Paint 64 (N64)
307. Milo's Bowl-o-Rama (N64)
308. Mission: Impossible (N64)
309. MLB Strike Zone '98 (N64)
310. MLBPA Bottom of the 9th (N64)
311. NASCAR Racing (N64)
312. NBA FastBreak (N64)
313. NBA Hardwood Heroes (N64)
314. NBA Jam '99 (N64)
315. NBA Live '99 (N64)
316. Need for Speed (N64)
317. NFL Blitz (N64)
318. NFL Quarterback Club '99 (N64
319. Nightmare Creatures (N64)
320. Nintendo 64
321. Nintendo 64 Disk Drive
322. Nuclear Strike (N64)
323. Off-road Challenge (N64)
324. Pockémon Pikachu
325. Pokemon (Game Boy)
326. Pokemon Stadium (N64)
327. Quest 64 (N64)
328. Quest for Camelot (Game Boy)
329. Rayman (N64)
330. Rev Limits (N64)
331. Road Rash (N64)
332. Robotech: Crystal Dreams (N64)
333. Rugrats (N64)
334. Rumble Pak
335. Rush the Rock (N64)
336. Shadow Man (N64)
337. SimCity (N64)
338. SimCopter (N64)
339. Space Circus (N64)
340. Space Station: Silicon Valley (N64)
341. St. Andrew's Old Course (N64)
342. Super Mario RPG 2 (N64)
343. Super Mario 64 2 (N64)
344. Super Star Stacker (Super NES)
345. Superman (N64)
346. Survivor (N64)
347. Tamagotchi (N64)
348. Tonic Trouble (N64)
349. True Golf Classics: Waialae (N64)
350. Turok 2: Seeds of Evil (N64)
351. Twelve Tales: Conker 64 (N64)
352. Twisted Edge Snowboarding (N64)
353. Ultra Descent (N64)
354. Ultra Soccer (N64)
355. Unreal (N64)
356. WCW Nitro (N64)
357. Wipeout 64 (N64)
358. World Grand Prix (N64)
359. WWF: WarZone (N64)
360. Zelda 64 (N64)

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Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (April '98): Kobe Bryant's NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs

Volume 106 (March '98): 1080° Snowboarding, Rampage, NHL Breakaway '98, Quake, Yoshi's Story Continued, NBA in the Zone '98, Wario Land II, Castlevania Legends, Bust-A-Move 2, Quest Preview, A First Look at Mission: Impossible, Nintendo Power Award Nominations.

Volume 105 (Feb. '98): WCW Vs. NWO: World Tour, Nagano Winter Olympics '98, Olympic Hockey Nagano'98, Yoshi's Story, The Legend of the Mystical Ninja Starring Goemon, Diddy Kong Racing Codes, Fighter's Destiny, AeroGauge, FIFA: The Road to the World Cup '98, James Bond 007, Maui Mallard in Cold Shadow (GB), Cruis'n World.

Volume 104 (Jan. '98): Yoshi's Story, WCW vs. NWO: World Tour, Snowboard Kids, Space World Report, Duke Nukem 64, Diddy Kong Racing, Jeopardy!, Fighter's Destiny, Turok:War of the Bionosaurs, The Fidgetts, The Lost World: Jurassic Park, Wetrix.

Volume 103 (Dec. '97): Diddy Kong Racing, Zelda 64: 100 Photos, Bomberman 64, Chameleon Twist, MK Mythologies, Wayne Gretzky 3-D Hockey '98, Automobili Lamborghini, Donkey Kong Land III: The Lost World, Wheel of Fortune.

Volume 102 (Nov. '97): Madden 64, NFL Quarterback Club '98, Diddy Kong Racing, San Francisco Rush, Duke Nukem 64, Clayfighter 63 1/3, Top Gear Rally, Kirby's Dream Land 3, Donkey Kong Land III, Konami Close-Up, Diddy Kong Racing, Dual Heroes.

Volume 101 (Oct. '97): Extreme-G, Mischief Makers, Mace: The Dark Age, Legion X, Tetrisphere Strategies, AeroFighters Assault, F-1 Pole Position, Super NES Arkaniod, Super NES Space Invaders, Timon and Pumba, Tamagotchi, Donkey Kong Land III, Mortal Kombat I & II (GB).

Volume 100 (Sept. '97): Previews: Zelda 64, Yoshi's Story, Banjo-Kazooie, MLB Featuring Ken Griffey Jr., Bomberman 64, Conker's Quest, Extreme G, WCW vs. NWO World tour, Silicon Valley, San Francisco Rush, Mortal Kombat Mythologies, Duke Nukem 64, NFL Quarterback Club '98, Body Harvest, Top Gear Rally, Quest 64, GoldenEye: 100 Best Ambushes, 100 Best Codes Ever, 100 Best Games of All Time, First 100 Games for the N64.

Volume 99 (Aug. '97): GoldenEye 007 Mission Briefings, Multi Racing Championship, Star Fox 64 Gold Medals, Tetrisphere, Robotron 64, Brunswick WTOC, Ken Griffey Jr. Presents: MLB (GB), Tetris Plus, Mischief Makers Preview, Blast Corps Comics.

Volume 98 (July '97): Star Fox 64, Dark Rift Review, International Superstar Soccer 64, Hexen Part 2, Blast Corps: Expert Levels, Disney's Hercules, Online Update with Amy and Travis, 1997 E3 Preview, Pocket Monsters, Blast Corps Comics.

Volume 97 (June '97): Clay Fighter 63 1/3, Hexen Part 1, War Gods, Turok: Dinosaur Hunter Warp Maps, Aladdin: Race for the Rubies, DKL 2: The Final Levels, Space Station Silicon Valley, AeroFighters Assault, Blast Corps Comics, Tokyo Game Show Report.

Volume 96 (May '97): Doom 64 Strategies Part 2, FIFA Soccer 64, Star Fox 64 Preview, Lost Vikings 2, Blast Corps Strategies Part 2, Donkey Kong Country 3, The 1996 Nintendo Power Awards Winners, Interplay Fun Pak Extravaganza, Wonder Project J2.

Volume 95 (April '97): Blast Corps, Doom 64, Turok: Complete Maps, Clay Fighter 63 1/3 Preview, Wayne Gretzky's 3-D Hockey, Super Metroid, Super NES Doom, Kirby's Star Stacker, Dark Rift Preview, How to Become a Game Tester, Game and Watch Gallery, Game Boy Pocket, Beat the Boss.

Volume 94 (March '97): Turok: Dinosaur Hunter, Power Award Nominations, Doom 64, Super Mario Kart 64, KI Gold: Advanced Combos, The Legend of Zelda: Link's Awakening, The Hunchback of Notre Dame, Beat the Bosses: Super Mario RPG, FIFA Soccer 64, Game of the Future Contest, Harvest Moon.

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